

May 1983

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GAMES

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HINT, PAGE 69
ANSWERS, PAGE 76

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ANIMALS
HOTEL



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000 024 1 CAN
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BENSON

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Difficulty Rating Smooth Sailing ★ Uphill Climb ★★ Proceed at Your Own Risk! ★★★ Mixed Bag ★☆

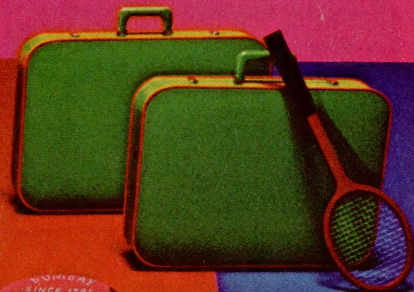
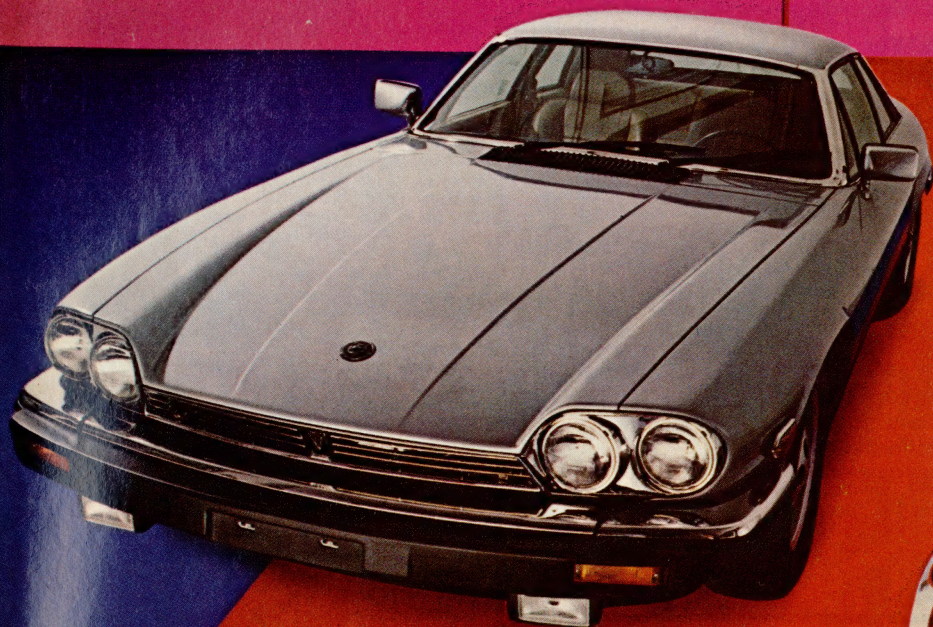
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
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Edited by Burt Hochberg

The End ★★

Many magazines use an "end-slug" to indicate that an article or story is ended and not continued on another page. Some are simple boxes (□ or ■), but others are distinctive designs, unique to the magazines that use them. Can you match the magazines below to the end-slugs they use (labeled a-o)?

1. *Bride's*
2. *Chess Life*
3. *Esquire*
4. *Good Housekeeping*
5. *Life*
6. *Metropolitan Home*
7. *Omni*
8. *Penthouse*
9. *Playboy*
10. *Popular Photography*
11. *Psychology Today*
12. *Rolling Stone*
13. *TV Guide*
14. *Video*
15. *Vogue*

- | | | |
|--|--|--|
| a.  | b.  | c.  |
| d.  | e.  | f.  |
| g.  | h.  | i.  |
| j.  | k.  | l.  |
| m.  | n.  | o.  |

Christopher Best
Owego, NY
Answer Drawer, page 69

Surveyance ★★

The local chess club bulletin includes news, features, and instruction. In a survey of 114 readers, 52 liked at least the news category, 51 at least the features category, and 52 at least the instruction category. Among them, 15 readers liked at least news and features, 23 at least features and instruction, 26 at least news and instruction, and 9 liked all three.

How many liked only news, only features, and only instruction? And how many liked none of them?

Mark Kantrowitz
Brookline, MA
Answer Drawer, page 69

In a Word ★★

Recently I decided to see how many words of four letters or more I could find in the word HOMESPUN, and was surprised at the number I found. Certainly there's nothing new about this type of pastime, but you may enjoy trying to better my total of 63 relatively common English words of at least four letters, not counting proper names.

Scoring

60 or more words: enter a Scrabble tournament
40-59 words: don't play Scrabble for money
fewer than 40 words: don't play Scrabble

Henry Hyman
Watkins Glen, NY
Answer Drawer, page 69

Chemical Reactions ★

If your neighbor told you to add sodium bicarbonate to your cake recipes, you'd know she wasn't trying to poison you—it's ordinary baking soda. Would you know what other common substances she'd be talking about if she used their chemical names as in the following sentences?

1. My husband brought home a bottle of acetic acid and told me to pour it on the salad!
2. When I ask my son what he's got all over his shirt when he comes home from school, he says it's calcium carbonate. Is that dangerous?
3. When my dentist wanted to give me nitrous oxide, I laughed in his face.
4. Mildred says I should rub the baby all over with magnesium silicate after his bath, but I think she's pulling my leg.
5. The supermarket manager told me citrus fruit has ascorbic acid in it, so I stopped buying it.
6. The pharmacist recommended acetylsalicylic acid, but I think I'd rather have a headache.
7. I've heard of taking baths in champagne or even milk. But magnesium sulfate? No thanks.

Tim Whalen
Springfield, IL
Answer Drawer, page 69

Your Move is an occasional column of comments and original puzzles by readers. We pay \$15 and up for each item published. Manuscripts may be edited for clarity, and none can be returned unless accompanied by a stamped, self-addressed envelope.

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LETTERS

A Det*****d Puzzler

Here's a new twist for your "Animal Crackers" puzzle (Wild Cards, January, page 63), in which you complete a set of common words by replacing the asterisks with animal names. I've found two additions—words that are in themselves animal names and also contain animal names within: B*****S and W*****ORWILL.

Paul Morgan
Tombstone, AZ

We're e****ally grateful, not to mention e****ient, that you p****ed these on.—Ed.

Answer Drawer, page 68

Envelope of the Month



Steve Fahnstalk
Pullman, WA

For more on matchbooks, see Contest Results, page 58.—Ed.

Antler Drawer

Since we live in the interior of West Kalimantan, it takes GAMES two or three months to reach us. Therefore I usually don't consider writing to you about launderable stains on your pages. But the animal pictured in "Rebus Charades," number 8 (September 1982, page 56), is obviously a wapiti. The shape of the rump, the positions of the feet, and the shape of the head all indicate this, but the crowning proof is the antlers—such a fine rack can be found only on a wapiti. Well, I tried to solve the puzzle using WAPITI, but since there are no E's in that word (necessary for the correct solution), I thought perhaps the author had used the more common term ELK. That left me with the letters necessary for the word CKRILK, one of the most unusual words in English, but it doesn't go with any of the pictures on the page, so it couldn't be right.

Rather than look it up, I asked my helpers—who are descended from headhunters, so I try not to argue with them—what they would call that animal, and both said it was an ANGKEQ. Now I thought I had the right letters, because there is an E in this



"It looks like a wapiti, dear."

word. But KQRACKING is not a word in English, Indonesian, or Bakati.

I was almost ready to give in and peek at the answer when my wife called, "Dear, are you going to stay up all night?" and it hit me: By careful work, DEAR can be changed into DEER in six easy steps. By using that incorrect term I was able to solve the puzzle in time to eat breakfast.

But because of your mistake I missed a night's sleep and wasted five gallons of diesel fuel keeping my generator running all night. I figure you owe me about Rp 6.250—but I'll settle for one GAMES T-shirt. As we say locally, "Before and afterward I thank you thousands of times."

Don Bryant
Kalimantan Barat, Indonesia

Computerizing Sam Loyd

If only Sam Loyd had had a personal computer! I refer to the puzzle "Problems of History" from *Sam Loyd's Cyclopedia of Puzzles* (1913) and reprinted in Wild Cards (January/February 1982, page 64). The problem is to arrange (and rearrange) nine volumes, numbered 1 through 9, on two shelves—four volumes above and five below—so that the "fractions" created by the numbering on the spines are equivalent, in turn, to the eight fractions from one-half through one-ninth.

Mr. Loyd gives one solution. However, unlike him, I have the advantage of a computer, so I wrote a simple program to evaluate all possible arrangements of the nine volumes. Using a basic trial-and-error approach, the computer found: 12 ways to get one-half; 2 ways to get one-third; 4 ways to get one-fourth; 12 ways to get one-fifth; 3 ways to get one-sixth; 7 ways to get one-seventh; 46 ways to get one-eighth; and 3 ways to get one-ninth—for a staggering total of 3,338,496 solutions!

It seems that Sam told the truth, but not the whole truth.

James W. Carroll
Rustburg, VA

Further Exploitation

Among the batch of unintentional printed errors submitted as entries to your October Hidden Contest and printed in February's Contest Results was an intentional nonerror. I'm referring to the notice that someone had been appointed "vice-president of exploitation" for a petroleum company. Exploitation is a term used by geologists to mean the utilization of something for profit. Exploration is part of exploitation. And exploration without exploitation makes some companies go broke!

Jeffrey Young
Addison, IL

For more media bloopers, see Gamebits, page 10.—Ed.

Mother Knows Best

My 90-year-old mother was born on April Fools Day in 1893—the same year in which the puzzle book you excerpted in "Puzzles of 1893" (February, page 38) was published. One of those puzzles was the Laddergram HARD to EASY in five steps. There's also a four-step solution, discovered by my mother: HARD-HART-HAST-EAST-EASY.

Susan McGee
Turlock, CA

The word HAST is archaic, and coming from anyone else would be disallowed. But who can dispute such credentials?—Ed.

Dyeing for Info

I enjoyed your article on the National Survival Game, "Only the Good Dye Young" (March, page 16). I'd like to become a weekend warrior myself. How do I find out about games in my area?

John Hicks
Wall, NJ

You can write to National Survival Game, Inc., Main Street, Box 364, London, NH 03257, or call (603) 526-4257. And in June, Pocket Books will publish "The Official Survival Game Manual," by Lionel Atwill (\$6.95).—Ed.

Mother Vergoose

Your "Footnotes to History" (Call Our Bluff, January, page 50) needs another footnote. You say that the prototype for the legendary Mother Goose was an early 18th-century Boston woman whose songs to her children were later immortalized by her son-in-law in the first "Mother Goose" book. Not so! The character of Mother Goose originated in France with the publication in 1697 of *Contes de ma mère l'oye* (Tales of Mother Goose) by Charles Perrault. Are you bluffing, or what?

Donald L. Canney
Columbus, OH

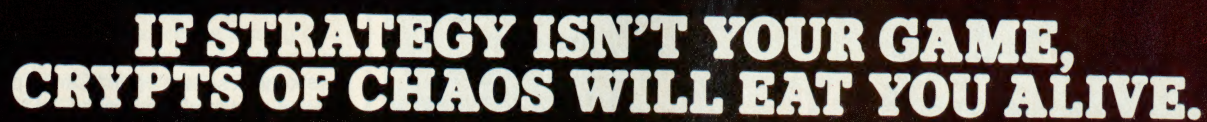
The origin of Mother Goose is controversial. Some authorities cite Perrault, others cite Boston's Thomas Fleet, the author of "Mother Goose's Melodies," 1719. Since the name of Fleet's mother-in-law was Elizabeth Vergoose, we opt for the Boston connection.—Ed.

Addressing the Problem

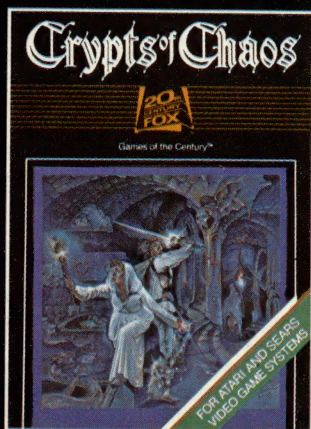
I've sent a dozen possible Envelopes of the Month, and have yet to see one of them on the Letters page. It makes me wonder if it's worth the trouble. I have to respond to postmen wondering about my sobriety, and to the Postal Service calling my home to ask if their postmark is really necessary.

Yuko Munakata
Brecksville, OH

The competition is stiff. To keep it that way, we'll be awarding a GAMES T-shirt to readers whose envelopes are published.—Ed.



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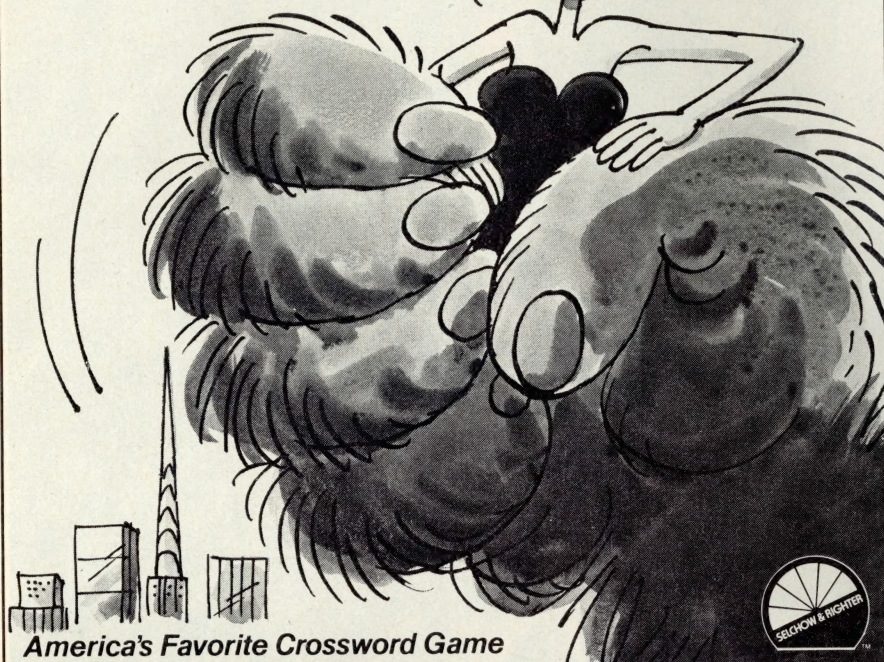
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If a reader finds a significant error of fact or a mistake that affects the play of a game, and if we agree the slip needs to be laundered, we'll print the first or best letter and send the writer a GAMES T-shirt.

Mistakes: March

★Laundry Basket (page 6) corrects a bluper that wasn't one. Your correspondent claims that Vida Blue plays in the National League (San Francisco Giants), not the American League as you gave in your puzzle "The Blues" (January, page 29). But in March 1982 Vida blew San Francisco and has been wearing Kansas City Royal blue—in the American League—ever since, adding extra color to a roster that includes Bud Black and Frank White.

Stephen Currie
Poughkeepsie, NY

★I've been out of school a long time, but not long enough for long division to have undergone the change indicated in "An Age-Old Question" (Wild Cards, page 63). Dividing the mother's age into the sum of her kids' ages produces not the dividend, as you said, but the quotient.

Warren E. Booth
Moore, OK

★In your Wild Card "Pass the Soap" (page 63), in which the problem was to calculate how long it would take a tub to fill with water, the answer and calculation assume that the processes of filling and draining the tub are independent of each other. However, the rate at which water drains from a tank through a hole in its bottom is proportional to the square root of the depth of water in the tank. Based on a series of approximations that take this variable draining rate into account, I have estimated the correct answer to be 356.78 seconds—about 57 seconds longer than your answer of 5 minutes.

W.M. Woods
Oak Ridge, TN

★In "Kubrick's Ruse" (Wild Cards, page 65), you said the "significance" of the name HAL for the computer in *2001: A Space Odyssey*, a film by Stanley Kubrick and Arthur C. Clarke, was that it was a one-letter shift up from IBM. However, in Clarke's book *The Lost Worlds of 2001*, he says that "HAL stands for Heuristically programmed ALgorithmic computer," and adds that if he and Kubrick had realized the IBM connection, "we would have changed the name."

Scott Dahlke
Bertrand, NE

February

In your "Super Bowl XVI Quiz" (page 60), not only is the blimp the wrong shape and displaying the wrong logo, it wasn't even there. Couldn't get inside the Silverdome because the doorways were too small, I suppose.

Jay Moore
Cincinnati, OH

There is no Bengal on the Superbowl XVI roster with #22, and the Bengal center, #58 (Blair Bush), should not be playing defense. You have #68 (John Ayers) at left tackle and #61 (Don Audick) at left guard on the 49ers' line. In reality Ayers is the guard and Audick is the tackle.

Eric Jones, Portland, OR
and Steve Stern, Pinole, CA

★You claim in "Creature Features" (Wild Cards, page 78) that a coral snake was featured in the movie *Venom*, but you're lost in the jungle. In that film, a household was thrown into terror when a deadly black mamba was substituted for a harmless African house snake.

Robert C. Cumbow
Seattle, WA

November

★In "Gluttons for Pun-ishment," #8 of the quiz refers to "a member of the British royalty," but your answer, "duke à l'orange," cannot be right, since a duke is a member not of royalty but of the nobility. Royalty is reserved for members of the royal family.

Ann Remington
Cedar Falls, IA

EVENTS

If you plan to attend any of these events, write or call to check entry fees, dates, sites, eligibility, etc. Include a stamped, self-addressed envelope with your request.

Aquatics Aloft or afloat, lovers of the sea will find challenge at the Haleiwa Sea Spree, May 7-8 in Oahu, Hawaii. The current wave of events features surfing, canoeing, and sky diving. Contact: Hawaii Visitors Bureau, Special Events, 2270 Kala-kaua Ave., Honolulu, HI 96815, or call (808) 923-1811.

Double-Crostics If you haven't a clue as to the whereabouts of Thomas H. Middleton's Double-Crostic since the closing of *Saturday Review*, rest assured that he's not at a loss for words. Fans and victims can now find Middleton's puzzles in the pages of *Harper's* magazine. Contest rules and prizes are detailed with each puzzle.

Go The 10th Maryland Open Go Tournament is scheduled for May 29 in Catonsville. Players will be matched according to rank; winners on all levels will receive cash prizes. The entry fee varies from \$7.50 to \$9.50 depending upon section (includes lunch). Contact: Warren Litt, 3707 Parkfield Road, Baltimore, MD 21208.

Poker The World Series of Poker, where the giants of poker battle annually in a month-long tourney, will be held April 21-May 19 at Binion's Casino in Las Vegas. Some 1,250 entrants will compete for \$2.5 million in prize money. Contact: Terri Lorenzen, 128 Fremont, Las Vegas, NV 89101, or call (702) 382-1600.

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ship, May 7 in Sarasota, Florida. Trophies will be awarded for the most unusual and artistic work. Contact: Pat Zellmer, Sheraton Sandcastle, Lido Beach, Sarasota, FL 33577.

Toad Racing Since 1935, fans have gathered annually in Coalinga, California, to cheer favorites in the Horned Toad Derby. On May 12-15, as many as 15,000 devotees may find additional enchantment in the breakfast and barbeque, the parade and carnival, and the various concession booths at the Derby. Winning toads receive trophies. Contact: Coalinga Area Chamber of Commerce, Box 466, Coalinga, CA 93210, or call (209) 935-2461.

Video Games Playboy Clubs in New

York, Chicago, Miami, and Los Angeles are sponsoring video game leagues, with teams competing through the end of May on the Atari 5200, ColecoVision, Mattel's Intellivision, and Odyssey2. Contact: Play-boy Clubs International, Public Relations, 919 N. Michigan Ave., Chicago, IL 60611, or call (312) 751-8000.

Wordplay Prizes total \$2,500 for the six winners of this competition sponsored by Verbatim, a quarterly devoted to language play. Articles should be a maximum 2,000 words and may be on any topic pertaining to the use of language. All entries will be considered for publication in *Verbatim*. Send queries, with SASE, to: Verbatim, P.O. Box 668, Essex, CT 06426.

GAMEBITS

Edited by Curtis Slepian

The Silent Treatment

A man and a woman, with rolls of blue and pink toilet paper where their eyes, ears, noses, and mouths should be, flirt by first unrolling and then flinging the rolls of tissue at each other. A 10-foot plastic tube that resembles a section of vacuum cleaner hose and moves like a giant Slinky twists and flops across the stage until the audience can't tell whether the person inside is standing on his feet or on his head. An ambulatory fabric mouth that looks like a swollen Pac-Man swallows a styrofoam ball, curls its tongue in distaste, spits it out, and waddles off the stage in a snit.

Clearly, when it comes to mime, Mummenschanz is the word. Three years after its long Broadway run, Mummenschanz has returned to the U.S. to re-create the original show with a new trio of performers.

Mummenschanz is a combination of the German words *Mummen* (game) and *Schanz* (chance)—a name that harks back to the Middle Ages, when gamblers sometimes wore masks to hide their expressions. The Swiss creators of Mummenschanz gambled—successfully, it turned out—that they could combine pantomime and the use of masks to transform themselves into monsters and animals and still comment playfully on the human con-



Tissue? I hardly know you.

dition. In one skit, two masked lovers consumed by passion begin to devour each other's masks. In another, a man frantically molds his hideous clay mask in a vain attempt to improve his

looks. The more he changes it, the worse it looks, until finally his face changes from human to beast.

The gymnastic feats of cast members Lydia Biondi, Peter Gerber, and Alejandro Moran add to the magic. By contorting his body, one performer manages to convince the audience that his back is his front—much easier said than done. The interaction of the performers on stage is another minor miracle. Unable to see through their masks and hoods, they often must guess their way around the stage based on sound, lighting cues, and memory.

Mummenschanz has played its silent antics across the globe, and now it's North America's turn. They will be touring the West Coast, Canada, and the Midwest through April and May before returning to New York. Don't miss them.

—C. S.

Life in a Fishbowl

According to researchers at the University of Pennsylvania, watching fish may be as beneficial to your heart as eating them. Experiments there indicate that staring at a tank of tropical fish quickly lowers your blood pressure.

For those type-A folks who don't own even a single goldfish (but who do own a Betamax or VHS), Candle Corporation, a California software company, has come to the rescue with a 30-minute videotape of fish swimming in an aquarium. The tape, Candle claims, has already been used by dentists to calm patients, and they predict that high-stress workers, like air traffic controllers, athletes, and politicians, will someday take fish breaks.

We recently viewed the tape and, though we don't know if it lowered our blood pressure, it did prove soothing. After a few minutes of watching fish gliding and darting around plastic ferns to the sound of rising air bubbles, our eyes glazed over; after another five minutes, we felt a kind of pleasant numbness; finally, a drowsy stupor set in. In other words, it was like watching the *The Winds of War*.

Candle Corporation is also experimenting with tapes of clouds, crashing



ocean waves, and flames. And they hope that one day every family will rise with the sun—a taped sunrise, that is, projected on a wall-size TV. The fish tape costs about \$30. For information, contact Candle Video Fish, 10880 Wilshire Blvd., Suite 2404, Los Angeles, CA 90024; (800) 824-7888.

We only wish they'd do a tape of frisking and/or snoozing cats, so we could enjoy our favorite furry friends but get rid of our litter box.

—Saul T. Prince

Blooper of the Month

To our readers

An usually high number of typographical errors in this week's issue is due to an extended failure of our computerized typesetting system.

A shutdown of about 24 hours on the day we went to press—which was a fully day early because of the Thanksgiving holiday—curtailed our ability to go through a normal correction cycle.

We are sorry for the inconvenience.

—submitted by Ann H. Wolfson,
Wappinger Falls, NY.

Two for the Price of One

Can two dissimilar books be created nearly 70 years apart by two different authors and still be the same book?

The riddle arose in 1966, when an English artist named Tom Phillips decided to perform an unusual literary experiment. Could a book chosen completely by chance, he wondered, be made to "yield the ghosts of other possible stories, scenes, poems . . . and surrealist catastrophes"? In other words, could he cut up one text to produce an altogether different one?

To find out, Phillips purchased a copy of *A Human Document*, a lengthy, obscure 19th-century English romance by one W. H. Mallock. He then proceeded, page by page, to ink out and paint over, in striking designs, all unwanted words, at times taking a refreshingly spontaneous approach. On one page, for example, a coin toss determined which words would be stricken, allowing the book to "speak for itself," *I Ching*-style.

The result of this "mining and undermining" is a new, evocative combination of letters, words, and phrases. Though these fragments don't always make sense as a continuous narrative, individually they often possess weird stabs of humor and rich imagery. For example: "I have my clothes of infection on my envelope of death"; and "on the philosophy mattress to-night my sister is going to attempt to join the morning after and Aristotle's Ethics." Phillips also created his own recurring character, named Toge, who appears, by necessity, only where the words "together" or "altogether" appeared in Mallock's novel.

"The Humument"—a book within a book.



Rediscovering *A Human Document* has paid off handsomely for Phillips. He's used parts of it as a commentary to his translation of Dante, transformed it into a complete opera and a ballet scenario, hung selected pages in galleries, and recently published his entire treated version under the title *A Humument* (Thames and Hudson, N.Y., \$12.95, softcover).

Impressive, but one can only wonder what Phillips's output would have been if he had chanced to pick up *War and Peace*. —C.S.

Up, Up, and Away

Since that prehistoric day when he first saw a soaring pterodactyl, man has longed to fly. But Icarus's wings melted in the sun, and Leonardo da Vinci's never took off from his notebooks. In the long history of man's attempt to fly, a lot of dreams, not to mention bodies, have crashed to earth. I devoutly hoped I would not join them as I approached the Flyaway, the latest—and certainly among the strangest—of man's flying machines.

The Flyaway is an "aerodium," a sort of indoor flying rink, the brainchild of Jean St. Germain, a retired Canadian paratrooper living in Montreal. About three years ago he decided he wanted his children to know what it was like to parachute. So, at the bottom of a grain silo located in his backyard, he tucked a huge propeller, covered it with a protective netting, added a diesel engine for power, and presto! He had invented the aerodium, a vertical wind tunnel where anyone who wants to plunge into the air current, extend his arms, and arch his back can fly—or, as often as not, wobble out of balance and tumble out of the jet stream.

The first public aerodium in the U.S. opened last December in Las Vegas, and, like the one that will open soon in Pigeon Forge, Tennessee, it's called Flyaway. Both are under franchise from entrepreneur Marvin Kratter, who purchased the rights from St. Germain. Flyaway has been duded up with creature comforts that were not included in St. Germain's backyard toy. The walls are padded, as is a bench that encircles the interior and acts as a "launching pad."

Still, it was with more than a little trepidation that I approached Fly-

away—I get giddy just stepping off a high curb. The roar of a 600-horsepower engine, powering a DC4 propeller to create winds reaching 120 m.p.h., didn't help. Flyaway would be a different gamble from the ones I usually take in Las Vegas.

"We promote Flyaway as a sport. It's not a carnival ride," Audrey Rogers, the president of Flyaway, told me. "You have to have the guts to take a chance. You miss out on a lot if you don't."

Yeah, sure.

From a narrow window in the spectator gallery, I watched three teenagers enter the 22-foot-high flying chamber after the routine briefing from their flight instructor. The putative astronauts wore mittens, baggy flight suits that fill with air when aloft, and football helmets complete with face masks. That last seemed ominous.

At a signal from the instructor, the first teenager, carrot-red hair streaming from her helmet, leaped into the



The aerodium is just getting off the ground

tunnel and was airborne. The instructor guided the bobbing girl with hand signals and occasional pushes and tugs. After taking three falls to the matted seats or to the trampoline-like net covering the giant propeller, there, at last, was carrot-top, hovering 15 feet in the air, a huge, satisfied grin spread across her face.

To bolster my confidence, Rogers told me of the successful flights of a partially paralyzed man, of a tiny two-year-old and four-year-old, of a 250-pound man ("Not exactly an aerodynamic shape"). "Anyone can do it," she said.

And so, before I knew what was happening, there I was, spinning five feet in the air, then seven feet, then 10 feet—exhilaration! Until I came crashing down with a bruising thump. It may not be the same kind of thrill as winning a hand of poker at a casino, but it's definitely an uper. —R.D.

KIBITZERS' REVENGE

How many points can you score, drawing four times from the ends of the row of tiles at the bottom of these pages?



THE CHALLENGE You're in the early part of a Scrabble Brand Crossword Game, with the position shown above. To make your next move, draw seven tiles from either end of the extended row of tiles below; or draw some tiles from one end of the row and some from the other to make up your total of seven. Tiles may not be drawn from the middle of the row. Now make a play on the board.

Next, keeping any tiles you drew previously but did not use on the board, draw enough tiles—again, from either or both ends of the row of tiles remaining—to bring your rack up to seven, and then make your second play. (Once a tile is drawn, it is removed from the row and can't be

drawn again.) After four draws and four plays made in this fashion, add up the scores for your four plays. The contestant with the highest total wins.

SCORING Rules of scoring and word formation are as in Scrabble Brand Crossword Game. We assume most readers are familiar with these rules, but keep the following points in mind:

1. All tiles played in a single turn must lie along a straight horizontal or vertical line, and at least one of the tiles played must border one or more tiles played on an earlier turn. All words must read either from left to right or from top to bottom.
2. A blank tile can be used as any letter of the alphabet. Once played, that letter cannot be changed; thus, if it's

part of two words, it must stand for the same letter in both.

3. The point value for each tile played is the number appearing on its face (blank tiles score zero). The score for a turn is the sum of the point values of all tiles in all words newly formed in that turn, including tiles previously played that become part of the new word or words, plus any bonuses for premium squares and/or for using all seven tiles at once. Any tile that becomes part of two new words simultaneously (one horizontal, one vertical) scores separately for each new word.

4. A premium square counts only when it is first covered. If two words are formed simultaneously and intersect at a premium square, the premium counts in both directions.

5. Using all seven tiles from a rack in a single turn scores a 50-point bonus. This bonus is never doubled or tripled even if the word falls on a Double or Triple Word Score.

The following example illustrates how to draw, play, and score.

Rack	Word(s) Formed	Points
1. A T O S W P L	SLOW, ANGLES	21
2. A T P R U Y E	PUT, TANGLES	13
3. A R Y E Q □ N	QUEEN, EL, NO	41
4. A R Y I S T V	VISA, SLOWS	22
Total Score		97



Board position based on example

ACCEPTABLE WORDS To be acceptable, all words formed by connected rows or columns of tiles must



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be recognized by Webster's Third New International Dictionary (Unabridged), where the word must either be listed in boldface or be an inflected form of a boldface entry. Comparative and superlative forms are acceptable only if specified after a boldface entry; but noun plurals and verb forms are acceptable if merely implied by the inflectional patterns of related words. Words may contain apostrophes or accent marks, provided they appear that way in the dictionary. A word is unacceptable if it: (1) is composed of two or more component parts separated by a space; (2) contains a hyphen or a period; (3) is designated only as capitalized or usually capitalized; (4) is listed only as an abbreviation; or (5) appears only in the Addenda.

WINNING The entry with the highest score wins. Ties, if any, will be broken by random drawing.

HOW TO ENTER Complete the entry blank or a facsimile, listing your four racks, all words formed, the score for each rack, and your total score. (It is not necessary to diagram your final board position, as we did in the example.) You may enter as often as you wish, but each entry must be mailed separately. **IMPORTANT:** You must write your total score on the back of your envelope. Entries must be received by June 1, 1983.—R.W.S.

Clip or copy this coupon and mail to: **Kibitzers' Revenge, GAMES Magazine, 515 Madison Ave., New York, NY 10022.** Entries must be received by **June 1, 1983.**

Rack Word(s) Formed Points

1. _____
2. _____
3. _____
4. _____

Total Score _____

Name _____

Address _____

City _____ State _____ ZIP _____

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Down Safety Vest

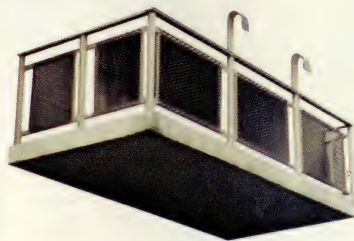
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R-12121 Down Safety Vest (specify size and color) **\$89.00**

Clip-on Terrace

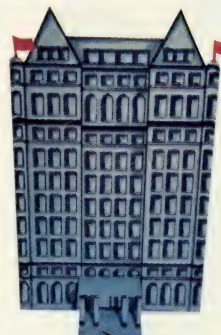
We think it's the best clip-on terrace offered anywhere. It measures 6' x 4', and clamps easily and securely to any windowsill with its universal spring-action aluminum grip-wings.



Y-13549 Clip-on Terrace **\$295.99**

Roach Hotel

If your apartment is infested, you'll appreciate this last word in walk-in cockroach traps. Each "room" is surfaced with sticky glue—once a roach steps on it, he can never escape. A nonstick stairway leads roaches to every floor of the 10-story luxury building. Each hotel holds upward of 500 adult roaches as permanent guests—when it's filled, just throw the whole shebang away. The hotels are odorless, nontoxic, and safe around kids and pets, and they're hand-somely designed to resemble real hotels. Measures 18" x 9" x 5".



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ODD ONE OUT

Which one don't belong?

Remember the standard intelligence-test questions that ask you to identify the incongruous object in a given set? Many are of the "sore thumb" variety:

an overcoat, a scarf, mittens, earmuffs—and a bathing suit.


We've created three series where the answer is less obvious. Examine each

five-picture grouping and decide which of the items, as shown here, is out of place.

Answer Drawer, page 68



COLLAGE BY DENNIS POHL



Discover Seagram's V.O.
Unexpectedly smooth. Surprisingly light.
Mixed or straight, you'll taste
the difference.

Of course whenever you drink,
you should know when to stop. But
you should also know where to start.
That's V.O. The one you'll stay with.

Break away from the ordinary. Discover the drink with a difference.

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ENCOUNTERING EON

MEET THREE GAME DESIGNERS
WHO BREAK ALL THE RULES

By Jamie Adams

Build a better mousetrap and the world beats a path to your door. But what happens when you build a better game—one that's both original and involving? A game, say, like Cosmic Encounter, with its combination of strategy, bluffing, and offbeat humor. Cosmic Encounter would seem to have everything, including a coterie of devoted fans, plaudits from everyone including the competition, and a clutch of awards (for two years running it was voted runner-up to Monopoly as the best family game of all time at International Game Day in London).

Yet the troika of game designers who invented Cosmic Encounter are not lounging around a pool totting up their royalties. More likely, they're worrying about making the payments on their children's dental bills—and resigning themselves to the fact that their game will never be a best seller like Monopoly or Scrabble or Dungeons & Dragons.

Nor are other inspired games, such as Borderlands, Darkover, and Runes, likely to bring fame and fortune to their makers at Eon Products. That Bill Eberle, Jack Kittredge, and Peter Olotka haven't struck it rich since they founded Eon in

1977 reveals, once again, how difficult it is to turn a good idea into a profitable game company. Like many small game-makers before them, Eon has learned this lesson the hard way—but unlike so many others, Eon has managed to stay in business.

GETTING STARTED

Bill, Jack, and Peter have been Eon's design team from the start. On first meeting, one wonders how this disparate trio of almost-fortyish men could agree on what to eat for lunch, let alone a game design. The unofficial leader is Peter. Though articulate and level headed most of the time, this Woody Allen look-alike is capable of bursting into a zany comic riff at any moment. Pipe-smoking, mustached Jack is the archetypal

"Don't come back, boys, until it fits in a box."



PHOTOGRAPHS BY STAN FELLERMAN/ILLUSTRATIONS BY E.T. STEADMAN

laconic New Englander; even his sense of humor is bone dry. Full-bearded Bill, by his own admission, "tends to go overboard in the enthusiasm department," but his effervescent optimism provides much of the group's energy.

The three share a background of 1960s social activism and a continuing "strong anti-authoritarian streak," not to mention restless imaginations. They also firmly believe in each other. After talking with them as a group and listening to them complete each other's sentences and use the word "we" far more often than "I," one sees why they refer to themselves as "three bodies and one mind."

Their friendship and their game designing both date from 1971, when they met in Boston while working in a political campaign. Unemployed, they often played Risk together to pass the time. Just when they were tiring of rolling dice, they read an article in *Time* magazine about a man who had made lots of money by designing The Godfather Game. "We could do that," they said with characteristic, if naive, confidence.

Choosing the theme of their game was easy: They all enjoyed reading science fiction but didn't know of any science fiction games on the market. In the early

stages of design, they vetoed dice and what they termed "hop-hop" (moving tokens around a tracked board). Players would adopt character roles, each character would have unique abilities, nobody would get knocked out of a game, and no two games played would be alike. Further, the game would demand interaction among players: "We wanted to provide a framework within which players could create their own experience and not just follow directions."

Each man had his own taste in game-playing. Analytical, chess-playing Jack wanted as many elements of pure strategy and logic as possible. Peter, with a shorter attention span, didn't like complicated strategy games; he wanted lots of negotiation and bluffing. Bill liked—and provided—off-the-wall ideas. Any idea had to be approved unanimously, a rule that still holds and one that, they believe, insures a broad appeal for the final game. "If something in a game makes Peter dizzy," says Bill, "it'll probably make a lot of people dizzy." Moreover, they contend that their system results in games that are more "replayable" than those created by a single person, whose game mechanism is "easier to crack."

The specific rules for Cosmic Encounter evolved slowly, through constant

play-testing. Ironing out the kinks this way made them aware of just how weak their endgame was. The early version was so well balanced it took hours to complete, much to the chagrin of volunteer play-testers who, Peter says, "had to be plied with wine and cheese."

The design process dragged on into the fall, by which time all three had found full-time jobs—Peter as director of a community action group, Jack as a researcher for a public interest lobbying group, and Bill as a sanitation systems consultant, all in Massachusetts. Each also had a wife and children, whom they absolutely refused to neglect. Still, they managed to hold design sessions on weekends and evenings, and by 1972, more than a year after the project began, they at last had a game that met their most stringent requirement: They all enjoyed playing it.

At first glance, the rules for Cosmic Encounter seem pretty conventional. Each player controls a system of five planets and 20 tokens that represent his colonizing forces. Through a combination of card play and piece movement, each player attempts to start new colonies on opponents' planets and dislodge enemies from his own. The first to establish five bases outside his system wins.

But what sets Cosmic Encounter apart from most other games are its Aliens. There are 15 of them, each of which gives the player who assumes that role the power to break one general rule of the game. For example, "The Mind" is a telepathic creature that enables its player to look at all the cards in an opponent's hand before making a play. "Trader," on the other hand, can demand that his opponent trade hands with him. "The Aliens are a license to cheat," say the inventors. "We built into them all those things we ever wanted to do in a game but couldn't because of the rules." But no Alien is powerful enough to win on his own, so players must form temporary offensive and defensive alliances, ensur-

"Take it out of here—outer space doesn't sell."



ing lively interaction during play.

Bill was certain they'd sell a million copies. "Cosmic had all the right ingredients—tension, humor, secrets, and 'ah ha!'—that sense of sudden discovery," he said. "We *knew* we had a winner."

MARKETING 101

Taking the name Future Pastimes from the title of the Moody Blues album *Days of Future Passed*, the three constructed a prototype to show Parker Brothers. Scrounging in attics and garages, they built a large, three-dimensional set using such objects as an old radio to represent an Alien called "The Machine," a live houseplant ("The Plant"), and glue and Cheerios ("The Virus"). They innocently thought the game "would be sold like a swing set—disassembled, with nuts and bolts, and Mommy and Daddy build it on Christmas eve."

Bill's grandfather knew someone who owned a factory that made Nerfballs for Parker, and that tenuous connection got them an appointment. They carted their unwieldy prototype up to Beverly, Massachusetts, where, they recall, they were told by Bill Dohrmann, of Parker's New Product Research and Development, to "come back when it fits in a box."

But they insisted on leaving it, and a few weeks later an intrigued Dohrmann called them back requesting a full explanation of the play. For months, Bill, Jack, Peter, and the Parker creative staff tinkered with the game, but in 1973 the company told them they weren't interested: Cosmic Encounter was too difficult to play, too impractical and expensive to produce.

Soon afterward, Bill heard about a game agent in the Boston area named Tom Atwater. Impressed that Parker Brothers had spoken to them at all, Atwater took the group on as clients and managed to convince Parker that the game was worth another look.

In 1975, Parker Brothers bought the game, but the designers' elation was short-lived. The following fall, after hav-

ing made a prototype and tested it on the sales force, Parker decided not to market it after all. "They'd taken all the science fiction out and made it purely abstract. It hadn't tested well, and the game was dropped from the schedule." Dohrmann, now a Parker vice-president, recalls that the bewildered sales force didn't know what to make of the game's complexity. It was, he says, "an idea ahead of its time."

But not very far ahead: It was on the eve of the release of *Star Wars* that Future Pastimes was told, "Market research shows that outer space doesn't sell."

PRODUCTION 101

The three repaired to a lakeside cottage and in a frenzied weekend session simplified the rules (reducing them from 12 to 4 pages) and built a new prototype by drawing the pieces and cutting them out of cardboard. They hauled it back to Parker Brothers, "but we were off the list and out to lunch."

Still in shock, they made seven more copies of the game by hand and took them to a science fiction convention in Boston to see whether "we were crazy for liking the game." If they were, so were a lot of other people, as convention-goers played all of the copies nonstop.

One enthusiastic player, Ned Horn, a Columbia student and occasional rock band manager, decided to invest in Cosmic Encounter. They soon had a new game plan: to publish Cosmic Encounter themselves under the name Eon Products ("games that would live through the eons").

They formed a corporation, determining the chairman, appropriately enough, by a game of Cosmic Encounter. They sought advice on how to set up books and manage accounts. Jack studied the manufacturing basics with card makers, printers, die-cutters, and box makers, and they contracted the entire production themselves to save money.

"We thought it all out well—our components fit in the boxes, our boxes fit in the cartons." However, they noted, "When the stuff comes back from the subcontractors, you don't have 10,000 games. You have 10,000 sets of boards, 10,000 sets of counters, 10,000 sets of cards."

Since they had made a solemn pact never to assemble games in their kitchens, they subcontracted the assembly to the Sheltered Workshop, a business employing the handicapped. At last they were ready to reap the rewards of six years of labor.

"But sir, it has everything—tension, humor, secrets."



MARKETING 102

"We were all still expecting to get rich. We took out mail-order ads in the science fiction magazines, sat back, and waited for the mail trucks to pull up with orders." This avalanche of mail not appearing, they took the humbler approach of trying to sell the game directly to stores. But they were lucky if store owners bought even one copy, and soon realized that they would never sell a million games one by one.

In 1977 Ned gave Cosmic its New York debut at Origins, the national adventure-gamers convention that attracts thousands of sophisticated players. Again the game proved a hit, and word of mouth began to tout Cosmic in adventure-gaming circles.

By the spring of 1978, Cosmic was selling 500 games a month, thanks largely to the Origins connections, which included a distributors' network. By the time they had sold out their 10,000-copy first run at the end of the year, they had created two expansion kits containing new Aliens and cards. "Considering we had no idea what we were doing, we were selling a lot of games." But despite increased sales, high production costs kept profits so small they had to keep their

regular jobs and continue to run the company out of Jack's house.

If the nitty-gritty of the game business—production, marketing, sales—proved frustrating, the creative end was not. By admission "addicted" to game designing, Eon sees their work as an artistic endeavor, and they continue to love the open-ended challenge of the job. Of course, they don't really consider it work: "If you play games for a living, what more can you ask for?"

While the birth of Cosmic Encounter offers clues to their creative approach, the genesis of two other games—Darkover and Runes—gives further insight into game creation.

In adapting Marion Zimmer Bradley's *Darkover* novels—about a telepathic society subject to fits of mass madness brought on by "ghost winds"—Eon was faced with several design problems, the thorniest being the simulation of telepathy. In Bradley's books, the minds of the Darkover inhabitants are so interconnected that they must always keep their thoughts under control. So the first part of the solution was to penalize any player's open display of anger, greed, or despair. To re-create psychic combat, Eon first tried a spinning top as a metaphor for mental discipline. Whoever could

keep the top spinning longest won—a form of combat discarded once Bill mastered it and proved unbeatable. Now, players mimic the mental battles of Darkoverites by staring into each other's eyes and chanting nonsense until one player cracks a smile or glances away.

The translation of ghost winds is equally ingenious. At the start of the game, players write down an embarrassing activity. If, during the course of the game, one such "ghost wind" activity is drawn and players refuse to perform it, they lose ground to those players who don't refuse. To the casual observer, the ensuing behavior might easily be mistaken for mass madness. In one gaming convention at a posh hotel, players stood on their heads in the elevator as it went down to the lobby and back. Other games have found win-at-all-costs players drinking water from tennis sneakers and bathing fully clothed.

"Our idea was to take these basic kid things—staring and dares—and put them in a strategy game for adults."

Runes, Eon's first word game, owes its origins as much to serendipity as to calculation. Jack, Bill, and Peter were sitting in front of a fireplace full of kindling, trying to dream up an original word game, when Peter reached in, grabbed a

few sticks, and placed them together:

"There's an A." He tried a few more letters, and before long they realized that every letter in the alphabet could be formed out of four component parts: two straight lines, one long and one short, and two curves, one large and one small. They experimented with pipe cleaners, and several months later had devised the rules for Runes, a game that gives new meaning to the phrase "broken English." In the simplest version, players form a word from component parts, scramble and recombine them to form new words.

Eon has four other noteworthy games to its credit. They describe Quirks as a war game based on history's longest-running battle: Evolution. Players com-

"We must take charge of our own destiny. ZZZAP!"





bine cards depicting weird animal and plant traits so that the resulting Darwinian freaks will be fit to survive in an ever-changing environment. *Dune*—the only game they've sold to another company—is based on Frank Herbert's best-selling science fiction novel; it's published by Avalon Hill. *Borderlands* is a diplomacy game free from the usual written orders and cumbersome grids and percentage tables. Instead, it's based purely on verbal negotiation. And *Hoax* is a role-playing game with a twist. Typically, it grew out of mutual goofing. Brainstorming on how to add a new dimension to role-playing, Ned turned to Bill and said, "I'm the King, I declare a tax." Bill spontaneously responded, "Well, I'm the Wizard, and I don't have to pay." From this start, they created *Hoax*'s six characters. Each player is secretly dealt one of them, and tries to be the last to have his true identity revealed. The twist is that any player can assume any of the roles to try to uncover the opponents' identities.

The kind of creative synergy that results from group designing is a cornerstone of Eon's approach. "We could do it separately, but we're a team. Listen to some of the solo albums by members of the great rock bands and you'll know why we won't design separately."

REALITY 101

Successful designing, though, has to go beyond creating original ideas and game mechanics. At first the Eon partners didn't consider production costs. The original versions of *Quirks* and *Runes* were made with plastic overlays and wooden pieces. "They were simply too expensive to produce, so they just went onto the shelf" while Eon found a more businesslike approach. The team was aided at one convention by an admiring competitor who took them to dinner and carefully explained markups. "You owe players a chance to play your games," he said. "Find a way to do it." So inspired by this pep-talk, they rethought the games

gathering dust on their shelf and decided they *could* be made with cardboard. "Now we think about production in our designing. If we know a game will cost \$2 to make, we have to decide if customers will pay \$15 to buy it."

WELCOME TO THE COMPUTER AGE

If the Eon story has any moral, it's that good ideas and original games don't necessarily mean laughing all the way to the bank. So far, none of their games has sold well enough for anyone at Eon to star in an American Express commercial.

Still, Eon has moved light years beyond the days when they carted the first clumsy mock-up of *Cosmic Encounter* to Parker Brothers. They are enjoying a modest success, and since all new production is financed out of sales, Eon has no debts. In March 1982, a decade after the birth of *Cosmic Encounter*, Peter became the company's first full-time employee. Increased hours on the job meant increased sales and more profits. In the summer of 1982, Jack came on staff. (Ned went to work for Commodore computers and so disengaged himself from the company.) But try as they might, they couldn't generate the sales necessary to bring Bill aboard full-time.

The funds that finally brought Bill on

the payroll came from an unexpected source. A fan of Eon helped them arrange a one-year contract with Children's Computer Workshop, a subsidiary of Children's Television Workshop (the folks who bring you *Sesame Street*) to create original video games. The irony is that until that time none of the three owned a TV—not from an antitechnology bias but from a conviction that broadcast TV was completely "passive biofeedback." Yet they always recognized the computer's potential in game-playing, as a link between distant players, an electronic referee, and a keeper of secrets. "We can take a quantum leap beyond board games and still be social game designers." And there's a potentially huge new audience as well.

Eon claims they won't forsake board games, which offer a "soft, friendly environment," but clearly they are smitten with computers: "It's like wide doors have opened." They're still in the process of exploring the dimensions of this vast new medium, but once they get the hang of it, you can be sure the first question they'll ask themselves is, "How can we break the rules?"

Contributing Editor Jamie Adams has been playing adventure games for 15 years and has yet to find an opponent he can beat on a regular basis.

"It's a rags-to-rags tale, but we make games for a living."



THE BEST

LITTLE

The Best Little Warehouse in Texas is located in the town of La Strange, just over the border from Bizarro, Mexico. The warehouse contains 10 mannequins recently retired from the local emporium, five male and five female, all of which have seen better days.

The warehouse manager, Miss Willie Belle, is a former window dresser who spends most of her time dressing her "darlin' dummies" and posing them in the different color rooms of the establishment.

She has named her male mannequins to suit their personalities: Slash, Chauncy, Buck, Jock, and Bud.

Her female mannequins are Rosie, Blackie, Blondie, Brownie, and Baldy. The first four are named for the colors of their wigs. The fifth is named for the usual state of her pate.

From the clues below and in the photos, can you figure out who is paired with whom, and what room of Miss Willie Belle's warehouse each couple is in?

1. Miss Willie Belle has very definite ideas on dressing. She believes that redheads should never wear red or purple, and blondes should always wear blue.
2. One of the "cowboys" is with Brownie.
3. Willie Belle considers Chauncy her most elegant dummy, and dresses him accordingly.
4. Baldy for once is wearing a wig. It matches her dress.
5. Being a brunette herself, Miss Willie Belle doesn't like Blondie to have more fun than she does. That's why she invariably sticks her with Bud.

Answer Drawer, page 73

A LOGIC PUZZLE FOR DUMMIES

BY J.F. PEIRCE



AREHOUSE IN TEXAS

★★



PHOTOGRAPHS
BY BRIAN HAGIWARA

ELEMENTARY, MY DEAR SHERLOCK!

SEZ WHO?

There are sentences or phrases you could hear any time, any place, and identify the detectives who spoke them. Who said . . .

1. "Just the facts, ma'am."
2. "Pfui" (bad) or "Satisfactory" (good).
3. "Sorry about that, chief."
4. "You are murderer."
5. "Who loves ya, baby?"
6. "There's a minkey in my rheum" (or words to that effect).

ON A FIRST-NAME BASIS

Many TV lawmen and detectives are known almost exclusively by their last names. Give the first names of these crime-fighters:

1. Baretta
2. Cannon
3. Magnum
4. Mannix
5. Kojak
6. McCloud
7. Rockford
8. Banacek
9. Ironside
10. Madigan
11. Shannon
12. Burke
13. The Saint (first and last)
14. McMillan and Wife
15. Hart to Hart
16. The Hardy Boys
17. What is especially odd about the first names of both Quincy and Columbo? And what is odder still about the name of *Get Smart's* Agent 99?

SIDELINES

1. Which thriller writer was once a jockey for the Queen Mother of England?
2. Which detective gets the most and the worst colds in all detective fiction?
3. Nero Wolfe, the portly detective, had two major non-crime pursuits. What were they? And who was the aptly named author who created Wolfe?

by Lisa Feder and Mary Ellen Slate

Holster the Baretta, silence the Cannon, open a Magnum, and Get Smart. These mysteries are for you to investigate in your own Holmes. When the jig is up and the Wolfe is at the door, you'll find solutions in the Answer Drawer, page 73.

A/K/A

1. The thriller writers Gordon Davis, John Baxter, and David St. John are all the same person. Who is it?
 - a. Isaac Asimov
 - b. Willie Shoemaker
 - c. E. Howard Hunt
 - d. Helen MacInnes
2. Ellery Queen was actually a pair of writers. You may know their names, but do you know how they were related and the other pseudonym under which they wrote?
3. What current best-selling author penned three mysteries under the pen-name Edgar Box?
4. A well-known fictional detective is the creation of a man who used the one-word pen name Sapper. What is his real name, and who is his detective?
5. A. M. Barnard's other identity has only recently been discovered, and Barnard's gothic suspense stories, now more than 100 years old, are being reissued. Who was A. M. Barnard?

WHAT'S IT ALL ABOUT, ALFIE?

Can you translate this phone call from one hood to another?

"This is Alfie. Listen, Bugsy, I'm in trouble. My *mouthpiece* just called to say that the *fuzz* are onto me about my last *caper*. Yeah, that's right, the *float-er*. Looks like the law had a *baby-sitter* in my apartment.

"They're not set for the *collar* yet, but they're *eye-balling* my *yellow sheet*. What's that? No, I found out my *hook finked out*. I put a *P.I.* on him and now I'm so low on the *green* that I had to pawn my *hardware*."

PET SOLUTIONS

Everyone who has ever done a crossword puzzle knows that Nick and Nora Charles have a wirehaired terrier named Asta. What TV couple has a mutt named Freeway? Who has a cockatoo named Fred? And who has an ocelot named Bruce?

HARD-BOILED EGGS

1. Sam Spade is almost a generic name for a private eye, yet he appeared in only one book. Can you name it, its author, and the actor who played Spade in the subsequent film?
2. What detective named his residence "The Busted Flush," and why?
3. In Raymond Chandler's book *The Little Sister*, private investigator Philip Marlowe describes his home turf as "a big hard-boiled city with no more personal-ity than a paper cup." Where does Marlowe operate?
4. The protagonist in two of Dick Francis's thrillers is Sid Halley, a former jockey turned detective. What is unusual about Halley?
5. One of the books about Miami-based detective Michael Shane takes place in New York City. *She Woke to Darkness* is set at a meeting of the Mystery Writers of America, where Shane aids a writer accused of murder and solves the crime. What's the twist?
6. Who is generally acknowledged to be the most bone-breaking, gut-shooting, foul-mouthed detective in fiction, and who writes about him?

DEAD GIVEAWAYS

Sometimes one clue is so crucial to a mystery that the whole story can be recalled by reference to it. To what book or film do each of the clues in the picture below refer?



SIDEKICKS, COMICAL OR OTHERWISE

Match each sleuth (1-8) to his helper (a-h).

- | | |
|----------------------|-----------------------|
| 1. The Saint | a. Jolly |
| 2. Perry Mason | b. Archie Goodwin |
| 3. Hercule Poirot | c. Br'er Fox |
| 4. Nero Wolfe | d. Dr. Watson |
| 5. Roderick Alleyn | e. Hoppy |
| 6. Albert Campion | f. Della Street |
| 7. Lord Peter Wimsey | g. Captain Hastings |
| 8. "The Toff" | h. Magersfontein Lugg |
| 9. Sherlock Holmes | i. Bunter |

THE THIN MEN

William Powell and Myrna Loy created the roles of Nick and Nora Charles for the "Thin Man" series of films. But in the first movie, *The Thin Man*, Powell was not the "thin man" of the title, and Loy was not his wife. Who played these title roles? And who played Nick and Nora on the TV series?

TELLING DETAILS

Can you complete the thumbnail sketches of these two classic sleuths?

Hercule Poirot.

the dapper detective from
(1) _____, is short in
stature and long on using
his "little gray
(2) _____" to solve
crimes. A natty dresser, he
often dons spats, has a dis-
tinctively (3) _____-
shaped head, and proudly
grooms his elegant
(4) _____. He is
sometimes reluctant to
solve mysteries in drafty
English manor houses for
fear there won't be sufficient
(5) _____. Four actors
have played him in movies:
Tony (6) _____,
Albert (7) _____,
Charles (8) _____,
and most recently, Peter
(9) _____, in Agatha
Christie's thriller with a
tropical setting,
(10) _____.



Sherlock Holmes, born in (1) _____, England, in 1854, was apparently not the most sagacious member of his family; his older brother, (2) _____, was said to be smarter. Sherlock and Dr. (3) _____ Watson rented a flat at (4) _____ Baker Street from Mrs. (5) _____, who labeled Holmes "the worst tenant in London." From there, Holmes sallied forth in his (6) _____ cape and (7) _____ cap. A good athlete, he especially favored (8) _____ and (9) _____, but also enjoyed a quiet evening playing his (10) _____. Upon his retirement, he took up a new profession as a (11) _____. The most famous screen Sherlocks were John (12) _____ and Basil (13) _____; the best-known Watson was Nigel (14) _____.



TELL TALES

The illustration above contains objects that are the signature props of detectives and secret agents from the movies, books, and TV. Name the owner of each object.

NAME YOUR POISON

Line up these seven sleuths at a well-stocked bar and match the order to the man.

1. Mike Shane
 2. James Bond
 3. Mike Hammer
 4. Inspector Maigret
 5. Archie Goodwin
 6. Nick Charles
 7. Travis McGee
- a. Calvados
 - b. milk
 - c. Martell brandy
 - d. martinis
 - e. even more martinis
 - f. Plymouth gin
 - g. Pabst Blue Ribbon

BAD GUYS


Many detectives are plagued by evil nemeses, or, sometimes, entire organizations. Can you name the *bête noires* of these protagonists?

- a. Nero Wolfe
- b. Sam Spade
- c. Sir Dennis Nayland Smith
- d. Sherlock Holmes
- e. James Bond (a much beleaguered man)
- f. Napoleon Solo
- g. Maxwell Smart

INTRODUCING TAC-SCAN. THE FROM THE ARCADE EXPERT



THE FIRST HOME VIDEO GAME IS AT SEGA.



Your Tac-Scan™ squadron is streaking across the galaxy at mach 24, and you're suddenly confronted by the deadly superfleet from Ahm.

The glare of laser cannons pierces the darkness. Explosions fill the void. Wave after wave of Ahmins hurl themselves into combat.

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SEGA

THE ARCADE EXPERTS.

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Break tradition.

Drink Ronrico Rum instead.

Face it, you already know what your usual rum, gin and vodka have to offer.

Just try one drink mixed with Ronrico, and you'll realize what you've been missing.

Ronrico is superbly smooth and light. With a surprisingly distinctive flavor that's bound to win you over.

Isn't it time you broke tradition with Ronrico Rum?

RONRICO RUM & ROSE'S LIME JUICE

5 parts Ronrico Rum
1 part Rose's lime juice
Shake with ice cubes. Pour
into an on the rocks glass.
Add a thin slice of lime.



RONRICO RUM & ROSE'S LIME JUICE

PENCILWISE



Helter-Skelter ★★ (Ante)

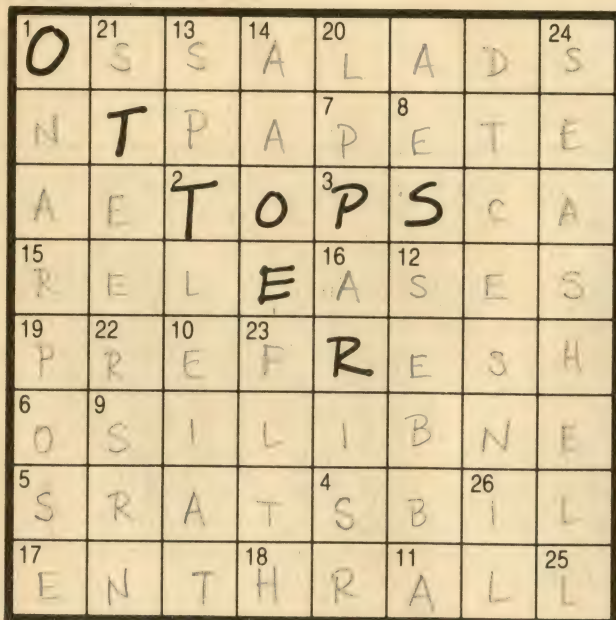
by Mike Shenk

Helter-Skelter puzzles have answers running in eight directions, but don't panic—the numbers always tell you which way you're headed. To solve, write the answer to each clue in the grid beginning in the square corresponding to the clue number and proceeding toward the next consecutive num-

ber. That square will contain the first letter of the next word, but will not necessarily mark the end of the preceding word. The first two answers—OTTER and TOPS—have been entered in Helter-Skelter #1 as examples. When each puzzle is completed, every square in the grid will be filled.

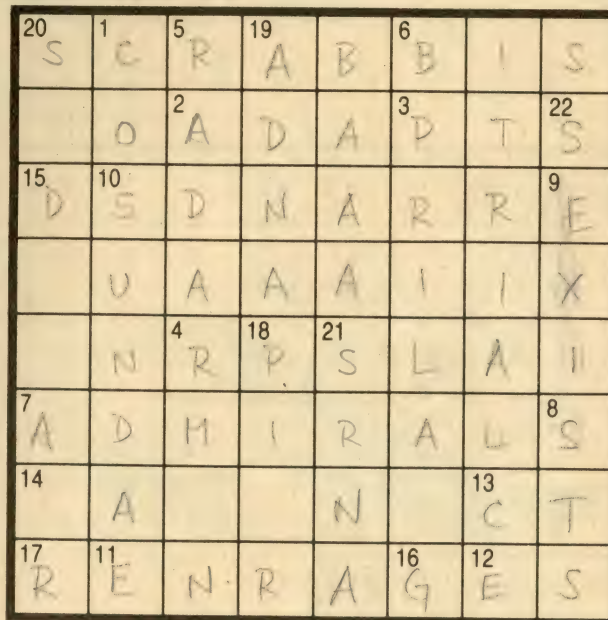
Answer Drawer, page 69

Helter-Skelter #1



- 1 Playful mammal
- 2 Gyroscopic toys
- 3 European capital
- 4 Constellation constituents
- 5 Beverly Sills, e.g.
- 6 Lowest ship deck
- 7 Baseball's Rose
- 8 Fencing weapons
- 9 Oozed
- 10 Born Free lioness
- 11 Convent leader
- 12 Mineral springs
- 13 Part of a dinner
- 14 Mime
- 15 Sets free
- 16 Blazing
- 17 Captivate
- 18 Fastening device
- 19 Daisy feature
- 20 Rope
- 21 Takes the wheel
- 22 Breathe new life into
- 23 Goes on a hunger strike
- 24 Beachcomber's find
- 25 Musical's "book"
- 26 Bug

Helter-Skelter #2



- 1 Panama, for one
- 2 Modifies for a purpose
- 3 TV host Jack
- 4 Highway patrol device
- 5 Temple teachers
- 6 One kind of republic
- 7 Naval VIPs
- 8 Two make "boxcars"
- 9 Chores
- 10 Ice cream parlor treat
- 11 Infuriates
- 12 Bakery goody
- 13 Secrete
- 14 Texas city
- 15 At some time in
- 16 James of TV's *Maverick*
- 17 Fort embankments
- 18 Bearlike mammal
- 19 Circular sweeps
- 20 Pops
- 21 Letter starter
- 22 Male chauvinists, e.g.

Stamp of Approval ★ *(Ante, Hank)*

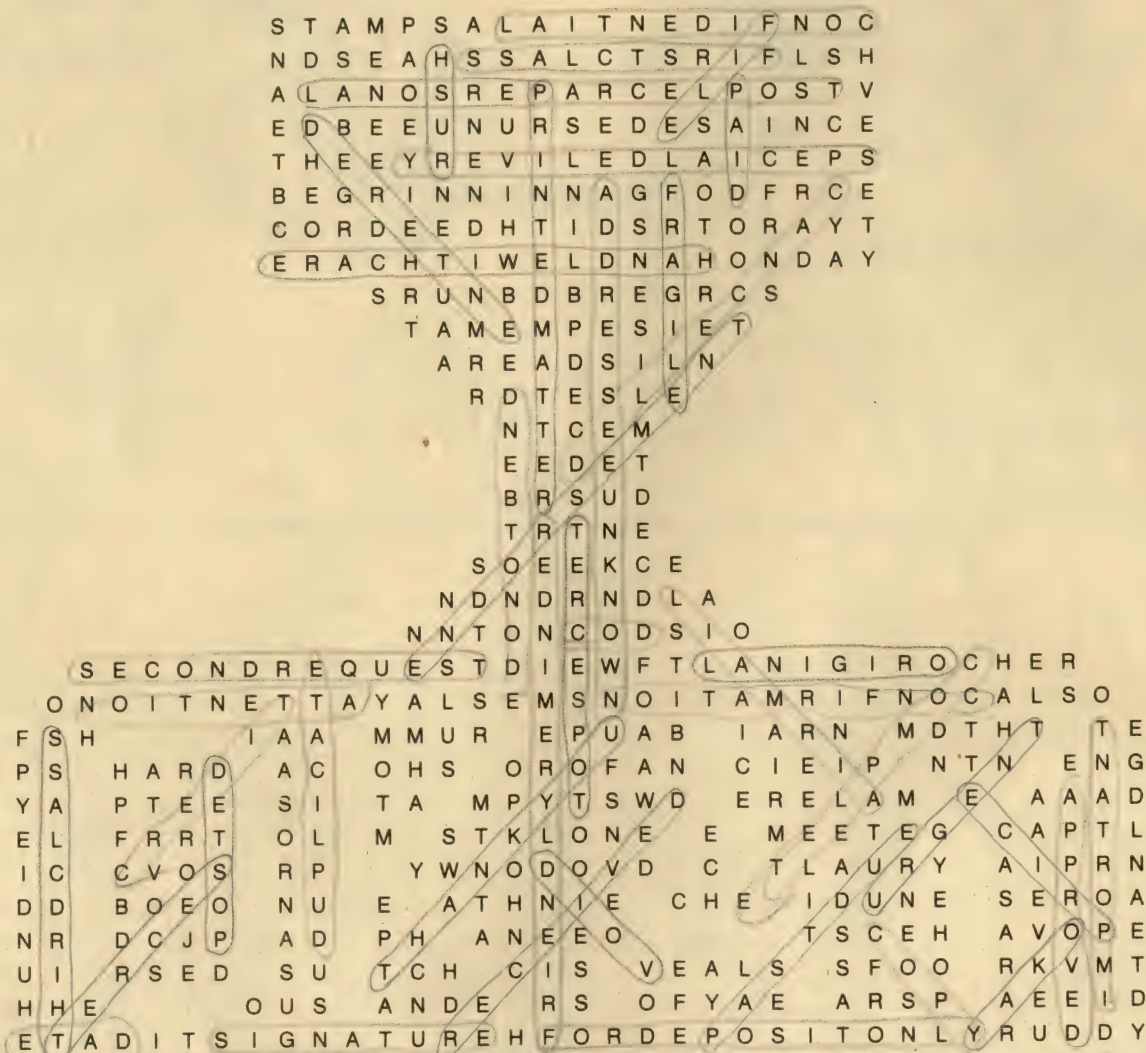
by Edith Rudy

A Rubber Stamp Word Search

If a mail office is ever your stamping ground, you'll probably have a first-class time with this word search. Hidden somewhere within the OKAY rubber stamp below is the word OKAY, as well as 42 other words or phrases commonly found on

rubber stamps. Each answer may read horizontally, vertically, or diagonally, but always in a straight line. Finding all the answers will make a good impression.

Answer Drawer, page 69



ADDRESSEE UNKNOWN	DATE	IMPORTANT	RUSH
AIRMAIL	DO NOT BEND	OKAY	SECOND REQUEST
APPROVED	DUPLICATE	ORIGINAL	SECRET
ATTENTION	ENDORSEMENT	PAID	SIGNATURE
CANCELLED	ENTERED	PARCEL POST	SPECIAL DELIVERY
C.O.D.	FILE	PAST DUE	THANK YOU
COMPLETE	FIRST CLASS	PERSONAL	THIRD CLASS
CONFIDENTIAL	FOR DEPOSIT ONLY	POSTED	TOP SECRET
CONFIRMATION	FRAGILE	PRICE	URGENT
COPY	FRIENDLY REMINDER	PRINTED MATTER	VOID
CREDIT	HANDLE WITH CARE	RECEIVED	

Twist of Phrase ★ (Ante, Mark)

by Henry Hook

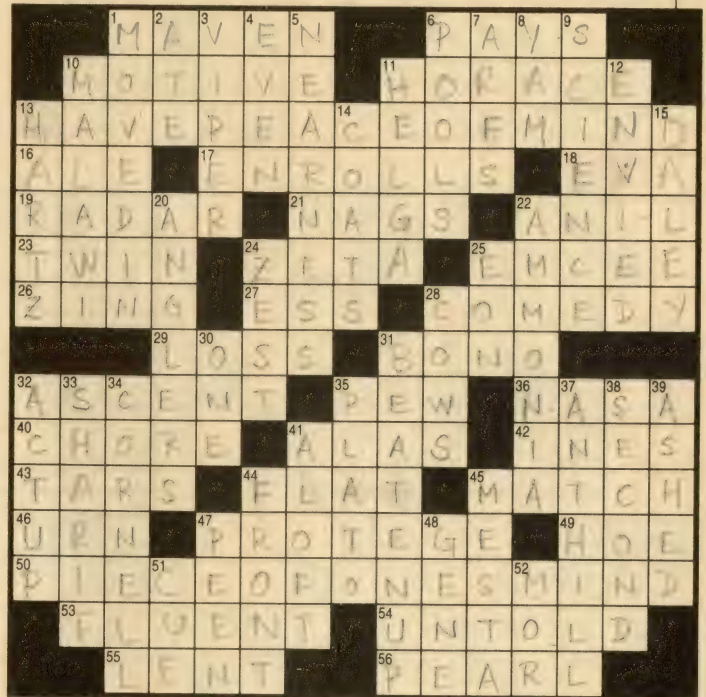
ACROSS

- 1 Expert in one's field
- 6 Picks up the check
- 10 The "why" in a murder mystery
- 11 Journalist Greeley
- 13 Be mentally composed: 4 wds.
- 16 Beerlike beverage
- 17 Signs up
- 18 Zsa Zsa's sister
- 19 Detection device
- 21 Run-down horses
- 22 Indigo dye source
- 23 Minnesota ballplayer
- 24 Letter after epsilon
- 25 Game show host
- 26 Pizzazz
- 27 Curvy letter
- 28 Marx Brothers specialty
- 29 Red-ink entry
- 31 Cher's old married name
- 32 Upward movement

- 35 Church seat
- 36 Space agency
- 40 Task
- 41 "Oh, woe!"
- 42 Chemical endings
- 43 Road patching substances
- 44 Level
- 45 Lighter alternative
- 46 Vaselike container
- 47 Expert's student
- 49 Weeding tool
- 50 Give a ____ (tell off): 4 wds.
- 53 Apt in a language
- 54 Not spoken
- 55 Forty days before Easter
- 56 Oyster's offering

DOWN

- 1 Took an apartment: 2 wds.
- 2 Had breakfast
- 3 Venomous snake
- 4 Divisible by two
- 5 Proximity
- 6 Swimming places
- 7 Sandy's barks
- 8 Sweet potato
- 9 Physics or biology, e.g.
- 10 African nation bordering Tanzania
- 11 Hägar the Horrible's wife
- 12 Was jealous of
- 13 TV newsman Jim
- 14 Paint layers
- 15 Former Chicago mayor
- 20 Fishermen
- 22 Floor cleaner ingredient
- 24 Enthusiasm
- 25 Long time
- 28 Pasture grazers
- 30 Winner's number
- 31 Clobbered: 2 wds.
- 32 Misbehave: 2 wds.
- 33 Actor Omar
- 34 Ivy League school
- 35 Socrates' student
- 37 Home for an army of insects
- 38 Time period that's "split"
- 39 Turned to cinders



Answer Drawer, page 73

- 41 High in the sky
- 44 Facade
- 45 Hostess Perle ____
- 47 Hammer part
- 48 Tierney or Tunney

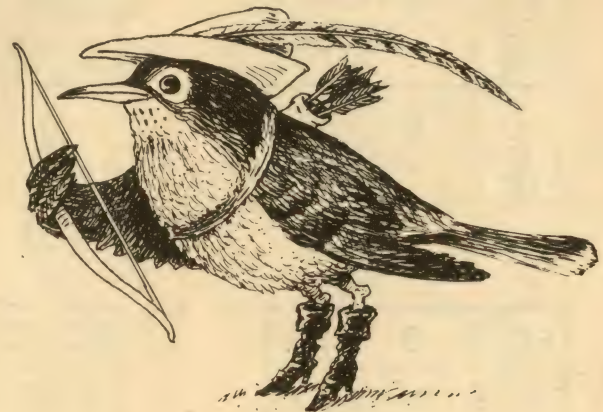
- 51 Billiard stick
- 52 Casablanca's country: Abbr.

For Bird "Brains" ★★ (Ante, Mark)

by Len Elliott

Each clue in this puzzle can be answered by a word, phrase, or title that begins with the name of a familiar bird. For example, "Showy annual flower" would be answered by LARKSPUR, and "Childhood illness" would be CHICKEN POX. Twelve right answers would be a feather in your cap, but to solve all 16 clues you'll really have to earn your wings.

Answer Drawer, page 68



1. Sherwood Forest archer ROBIN HOOD
2. Novelty timepiece _____
3. Prying tool CROW BAR
4. 1933 Marx Brothers movie DUCK SOUP
5. Nazi's marching style GOOSE STEP
6. Faith, hope, and charity _____
7. Ragtime dance of WWI _____
8. Famed Tchaikovsky ballet SWAN LAKE
9. Small desk compartment PIGEON HOLE
10. Precisely fitting wood joint _____

11. Shirley Jones TV series PARTRIDGE FAMILY
12. He has 21 merit badges EAGLE SCOUT
13. Reckless street crosser WALKER
14. Jane Wyman's TV series FALCON CREST
15. Spanish territory off Morocco CANARY ISLANDS
16. Alda's M*A*S*H nickname WADKLEVE

Hidden in each box on this page are five words—four related objects or names, plus a fifth word that identifies what the other four have in common. Each word is divided into five parts and concealed sequentially from left to right in consecutive columns.

For example, one of the names in box #1 is FLORIDA, with

the letter F in the first column, LO in the second, R in the third, ID in the fourth, and A in the fifth. The category, STATE, is similarly concealed in left-to-right fashion. Now see if you can find the three remaining states. Then try the other boxes on your own. You may cross out squares as you solve, because each will be used only once.

Answer Drawer, page 73

S	R	X	T	A
F	A	R	A	ION
O	E	W	G	E
T	LO	A	ID	S
H	T	E	A	I

A	OU	B	K	T
E	O	K	O	E
J	U	L	N	ER
SH	N	C	L	LE
KN	L	I	D	W

A	S	E	HO	L
G	N	A	A	ET
O	B	LA	R	E
CA	R	I	I	MA
MU	K	N	CASE	

1. STATE
FLORIDA TEXAS
OREGON HAWAII

2. JOINT
SHOULDER ANKLE
KNUCKLE ELBOW

3. MUSICAL
GREASE OKLAHOMA
CABARET ANNIE

D	N	D	R	S
V	U	A	E	RA
M	I	D	N	A
A	E	R	U	SS
GO	I	E	O	VA

P	N	A	T	G
C	R	SH	A	T
GE	T	S	N	N
PA	U	ER	O	ER
G	ER	T	I	N

S	AP	M	I	K	O
O	I	R	C	G	
P	T	I	E	ER	
G	RE	N	N	E	
NU	P	G	A	G	A

4. GODDESS
DIANA AURORA
MINERVA VENUS

5. GENERAL
GRANT PERSHING
PATTON CUSTER

6. SPICE
NUTMEG PAPRIKA
OREGANO GINGER

FO	G	O	U	S
V	B	M	I	Y
G	LA	B	O	UNE
E	O	AZ	E	E
MA	R	G	N	R

BE	I	C	T	OL	T
S	O	N	N	R	
N	A	U	AR	S	
P	R	I	E	D	
L	E	H	I	AS	

B	UR	N	W	S
CO	U	O	E	RD
P	A	F	U	GE
T	R	L	T	N
ST	L	D	FO	E

7. MAGAZINE
VOGUE GLAMOUR
EBONY FORBES

8. _____

9. COLLEGE
STANFORD BROWN
PURDUE TUFTS

Siamese Twins ★★ (Ante)

by Mike Shenk

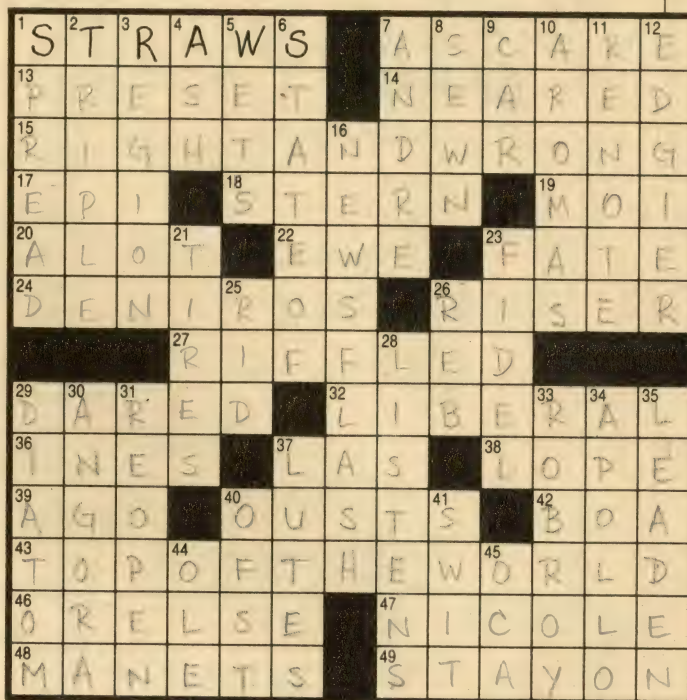
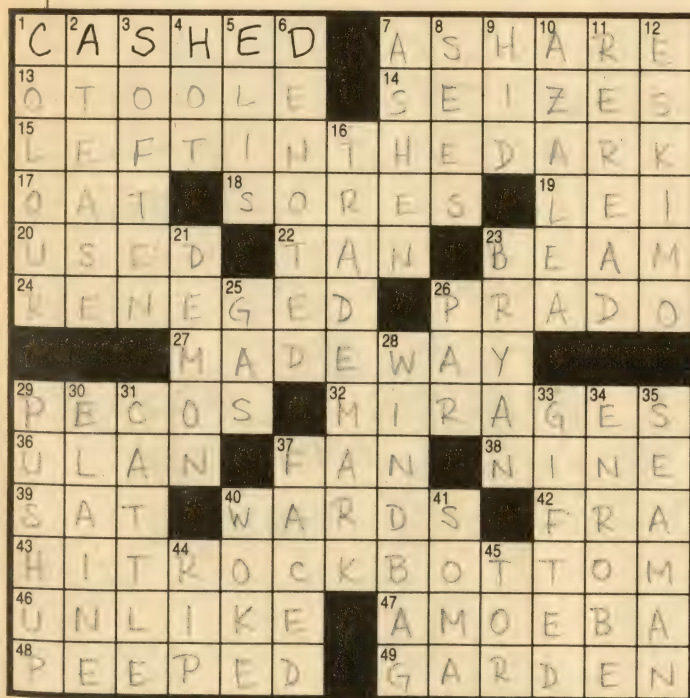
What with inflation and all, we thought we'd give you a break—two identical grids for the price of one. And two sets of clues to go with them, of course, so you can work both crosswords at the same time. What's the catch? Each clue number is followed by two different clues, which require two

different answers—but the two clues in each pair are in random order. Which means you'll have to figure out which answer goes in which grid. We've filled in the answers to 1-Across to get you started.

Answer Drawer, page 68

ACROSS

- 1 Converted a check into money
Soda sippers
- 7 Give _____ (frighten):
2 wds.
Have _____ in (take part):
2 wds.
- 13 Actor Peter
Adjusted ahead of time
- 14 Grabs
Grew close to
- 15 Ethical concern:
3 wds.
Not informed:
4 wds.
- 17 Grain
Roof ornament
- 18 Boat's rear
"Cold" or "saddle" hurts
- 19 Me, to Miss Piggy
Oahu garland
- 20 "Thanks _____!":
2 wds.
Previously owned
- 22 She sheep
Sunbather's goal
- 23 Light ray
Destiny
- 24 Actor Robert et al.
Took back a card
- 26 Stair part
Madrid museum
- 27 Cleared a path:
2 wds.
Thumbed through
- 29 "_____ Bill," of tall tales
Challenged
- 32 Conservative's opposite
Desert illusions
- 36 Chemical suffixes
Bator,
Mongolia
- 37 _____ Vegas
Stadium cheerer
- 38 Number of Muses
Bun gently
- 39 Past
Used a stool
- 40 Gives the boot
Hospital sections
- 42 Monk's title
Feathery scarf
- 43 Successful one's place:
4 wds.
Reach the lowest point:
3 wds.
- 46 Different from
End of some threats:
2 wds.
- 47 French girl's name
Microscopic organism
- 48 Some
Impressionist paintings
Made a noise
- 49 Vegetable plot
Remain for a while: 2 wds.



DOWN

- 1 Hue, in Britain
Distribute
- 2 Army "Relax!":
2 wds.
Almost a home run
- 3 Area
Make spongier
- 4 Fiery
Fire remnant
- 5 Moistens
Yale students
- 6 _____ the Union:
2 wds.
Signified
- 7 Grayish
Conductor
Previn
- 8 Pictures
Stitched
- 9 Detroit product
Stashed
- 10 Fragrances
Funnel-shaped flower
- 11 Discern again
Study over
- 12 More nervous
Yukon native
- 16 Bulletin: 2 wds.
Company logo,
e.g.
- 21 Little imp
Grows weary
- 23 Orator William
Jennings _____
- 25 Disencumber
Cooking
with _____
- 26 Course goal
Confederate
man, for short
- 28 Lends an ear
Talkative one
- 29 Bit of algae
Arm-
strengthening exercise
- 30 Wool-yielding goat
Graduate girl
- 31 Look into again,
as a police case
- 33 Walter Scott
novel: 2 wds.
Endowed with talents
- 34 Dress like a judge
NASA moon project
- 35 Dull gray
Mariner
- 37 Stringed instruments
Confronted
- 40 "Spirit
Louis": 2 wds.
Came to
- 41 Loretta, of
M*A*S*H
Body: Greek
- 44 Shred
Bullfight yell
- 45 Craggy hill
Woodland sorrel

Ante

After the Cards Have Been Cut and Shuffled ★★ (Ante, Olga)

At first glance it might seem that these 20 business cards are advertising strange services and inappropriately named companies, or are simply ill-conceived publicity gimmicks. In fact they are nothing of the sort. They are 20 actual business

cards—some old and some new—that we have snipped approximately in half and reassembled in new combinations. Can you restore the halves and discover what services the cards really offer?

Answer Drawer, page 69

1. **WALKER ELECTRICAL SERVICE**
MAGICAL ENTERTAINMENT FOR CHILDREN
a. GEORGE GRAHAM
22 FAWNWOOD DR
WILLIAMSVILLE, NY 14221
688-6092

2. **THE WHITE HOUSE WASHINGTON**
b. Volker Strubbe
PRESIDENT
MAKO-BAUER-COMPRESSOR SALES AND SERVICE

3. GARY K. BROWN
824-0448
POST OFFICE BOX 953
224 WEST RACCA ROAD
JENNINGS, LA. 70546
c. **BROWN'S CLEANING SERVICE**


4. For A Well-Tuned Professional Voice
d. **SPEECH MECHANIC**
DICTION - CORRECTED, ACCENTS ELIMINATED
DIALECTS - TAUGHT
AT
J.W. STROTHER & SONS
JOHN & JAY
PH. 335-1179
OAKDALE, LA. NORTH BLACKTOP
"You Bring 'Em, I Skin 'Em"

5. BILL LAWS
OWNER
e. **BILL'S MOBILE TRUCK WASH**
INTERIOR - EXTERIOR
PAINTING - PAPERHANGING
Spruce Drive
Hope, Rhode Island 02831

6. FRED KICK
LOCKPORT, N.Y. 1-716 433-4945
(Drawn live or from photo)
f. **KICK! for a Shoe Repair**
103 EAST THIRD ST.
CAMERON, MO. 64429
816 632-2222

7. 
Darskin's
Scottish Gift Shop
MAIN STREET MAXVILLE, ONT.

9. **AKIRA UMEMOTO**
1829 1/2 Kelton Ave.
Los Angeles, California 90025
(213) 477-9903

8. Tel. 821-6299 Free Estimating
h. **New World Decorating**
"Let Your Mess Be Our Business"
CARPETS WINDOWS
TILE FLOORS
GENERAL CLEANING

9. SPECIALIZING IN
INSECT AND RODENT CONTROL
i. 
CASCADE MOTEL
COLOR TV - AIR CONDITIONED
COMFORTABLE BEDS
7804 NIAGARA FALLS BLVD.
NIAGARA FALLS, N. Y. 14304
PHONE: 283-1030
OR 283-4335

10. 
LEROY GOLD, JR.
701 HUDSON ST.
j. **HEAD BUTCHER**
Back Door Beauty Salon
Louise Mouton
Owner-Operator 240 N. College Rd.
Lafayette, LA


11. Decorative Eggs - Lecturing

k. REWIRING - REPAIRS - REMODELING
Licensed - Bonded - Insured
JESSE W. WALKER - Owner
Rt. 2 Box 733 - 363-6263
Ville Platte, La.

16. FUMBLES & CO.

p. 1119 JOHNSTON ST.
LAFAYETTE, LA. 70501
(318) 232-2479

CHET MARELLI
DAVID JOHNSON



12. HOUSES
NEW CONSTRUCTION

STORES AND SHOPS

REED'S
PROFESSIONAL WINDOW CLEANING
SERVICE

l. BILL DEARTH (MFA)
SAG - AFTRA - AEA
Studio City
California

761-1051 Office
874-2200 Service

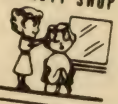
17. BEAUTY SHOP

q. 232-1272

STEAM CLEANING, ACIDIZING,
AND HIGH PRESSURE WASHING


343-8272

504 YARNELL ROAD
FENTON, MO. 63026



13. SERVICE WITH A SMILE - 5 MIN. FROM THE FALLS
NICK & CONNIE PUGLIESE

m.



18. "WHOOPEE WHEELS!"
IN/OUT DOOR STREET SKATES
SALES, RENTALS/SERVICE
GIFT CERTIFICATES

r. "HAVE SQUEEGEE, WILL TRAVEL"

CONRAD REED
NO. 5 PEGGY ST.
NEW BOSTON, TEXAS
628-2166

WEEKLY, SEMI-MONTHLY
AND MONTHLY WINDOW
CLEANING MAINTENANCE

14. Williams

n. Kilts, Sweaters, Jewellery
Dancers' and Pipers' Supplies, Gifts, Etc.

TEL. 613-527-2037

DAILY 10-5 P.M.

19. PHONE 335-1700
RESIDENCE 335-1963

OAKDALE, LA. 71463

Danson L. Trotti
ASSISTANT MANAGER

s. Ardoin's Funeral Homes, Inc.

Caricature

PARTIES - RETIREMENTS
INDIVIDUALS - GROUPS

15. FILMMAKER

aki

CARTOONIST

ANIMATOR

LaPlace Pest Control

ERIC J. MONCEAUX, OWNER

COMPLETE, RELIABLE SERVICE FOR
HOME, BUSINESS AND INDUSTRY

P.O. BOX 906
LAPLACE, LA 70068

(504) 652-4576


20. Volker Strubbe Inc.

16907 Colony Bend Drive
Friendswood, Texas 77546
Phone (713) 996-0022

t. "Egging is Exciting"

(716) 834-4267
Jeanette and Lew Langhans

186 Kingsbury Lane
Tonawanda, N.Y. 14150



Below are seven messages, consisting of pithy sayings, fascinating facts, and a cartoon gag, which have been translated into simple code alphabets. Letter substitutions remain constant throughout any one cipher, but change from one cipher

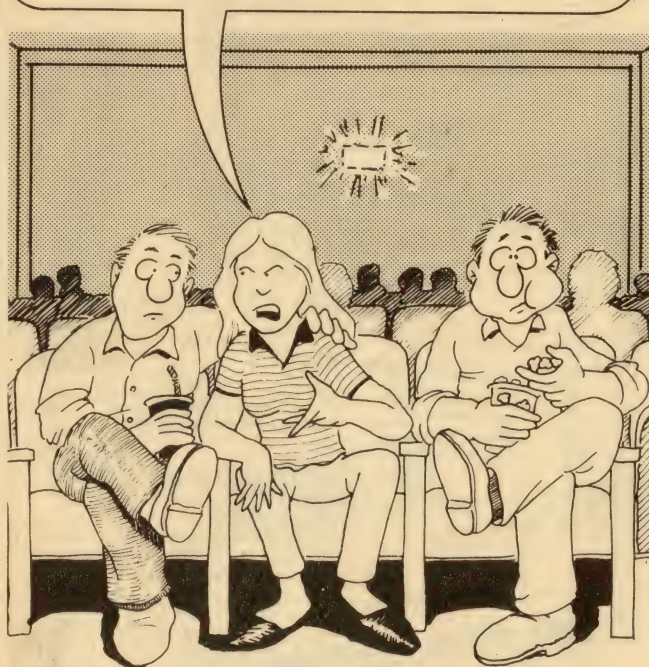
to the next, and the level of difficulty increases as you progress.

Clues are given at the bottom of the page to provide assistance if you need it.

Answer Drawer, page 68

1. CRYPTOON

OLK FEZ OZ UZZCVA RLCU
FAFCV? DVWZ KDJ MVDO RLZ
NDHCWZQFV CU EZFHHK RLZ
QJEYZEZE CV YCUAJCUZ, RLZ
OLDHZ QDSCZ CU EJCZY!



2. TAKING A CHANCE

JIP'M LBAA B OBP BP
TPNTBAXKXQJ FTLLQFF; SQ
OBU XPKQG UIT MSXPC SQ XF
FTLLQFFKTA VTM TPNTBAXKXQJ.

3. ENERGY CONSERVATION

CD TCNP UWXAQDL RPQA,
PVXVXYVP RJQI WHWLVI FCCH
TCN UNR BCP TCNPIVSB FWPXI
TCN RFQUV.

4. THRIFT REWARDED

EDNTZ MLCRV KLVT GZNGPZ
TLYZ LPP EDZCM INRZV SNM
WTWLPPV NQQWM KWMCRX
EDZCM PNRX-LULCEZK
YLQLECNRT.

5. BUSINESS NEWS

FQLT WQQM DULTX QS GNM,
DYTST OUBB NBONIX GT N
LNSVTD EQS DYUJWX JQGQMI
JTTMX.

6. FINE DISTINCTION

FBUS RBUT OIQ ZU RBU
YLHHUAUSWU PURFUUS
LVXSAOSWU OSY ODORBT, L
IOT, "L YXS'R QSXF OSY L
YXS'R WOAU."

7. CHICKEN CENSUS

TRXLY ZLOPTQU XH
USIZUATPLSV FXIA DXIKPAF
PXX HTA LS TYRTSWU XH
HLAOP WATWQO LS OBUKK.

Clues

Cipher 1: The third word from the end is MOVIE.

Cipher 2: The only common word with the letter pattern FTLLQFF is SUCCESS.

Cipher 3: Ciphertext TCN and TCNP stand for YOU and YOUR.

Cipher 4: The most common word with the letter pattern GZNGPZ is PEOPLE.

Cipher 5: The doubled letter in the second word is O.

Cipher 6: The one-letter word is I.

Cipher 7: The five vowels are represented by (in no order): T, X, L, U, and I.

SURPRISE A TOMATO.

In your next Bloody Mary try something different.
Seagram's Gin instead of vodka. You (and your tomato) will love
the smooth and refreshing taste of Seagram's Gin.
Just remember, when you leave out the vodka, leave room for moderation.



Seagram's Gin. Letter perfect every way.

KING: 15 mg. "tar", 1.1 mg. nicotine, 100's: 16 mg. "tar", 1.4 mg. nicotine, av. per cigarette by FTC method.

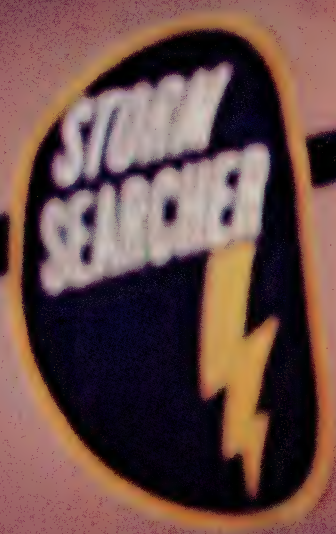
Winston. America's



s Best.



Join the first team.
Reach for Winston.

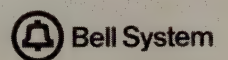


Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.

"Nobody else even laughed, but I knew you'd love it."



Reach out and touch someone.



Winding Down ★★★ (Olga, Mark, Ante, Jelica)

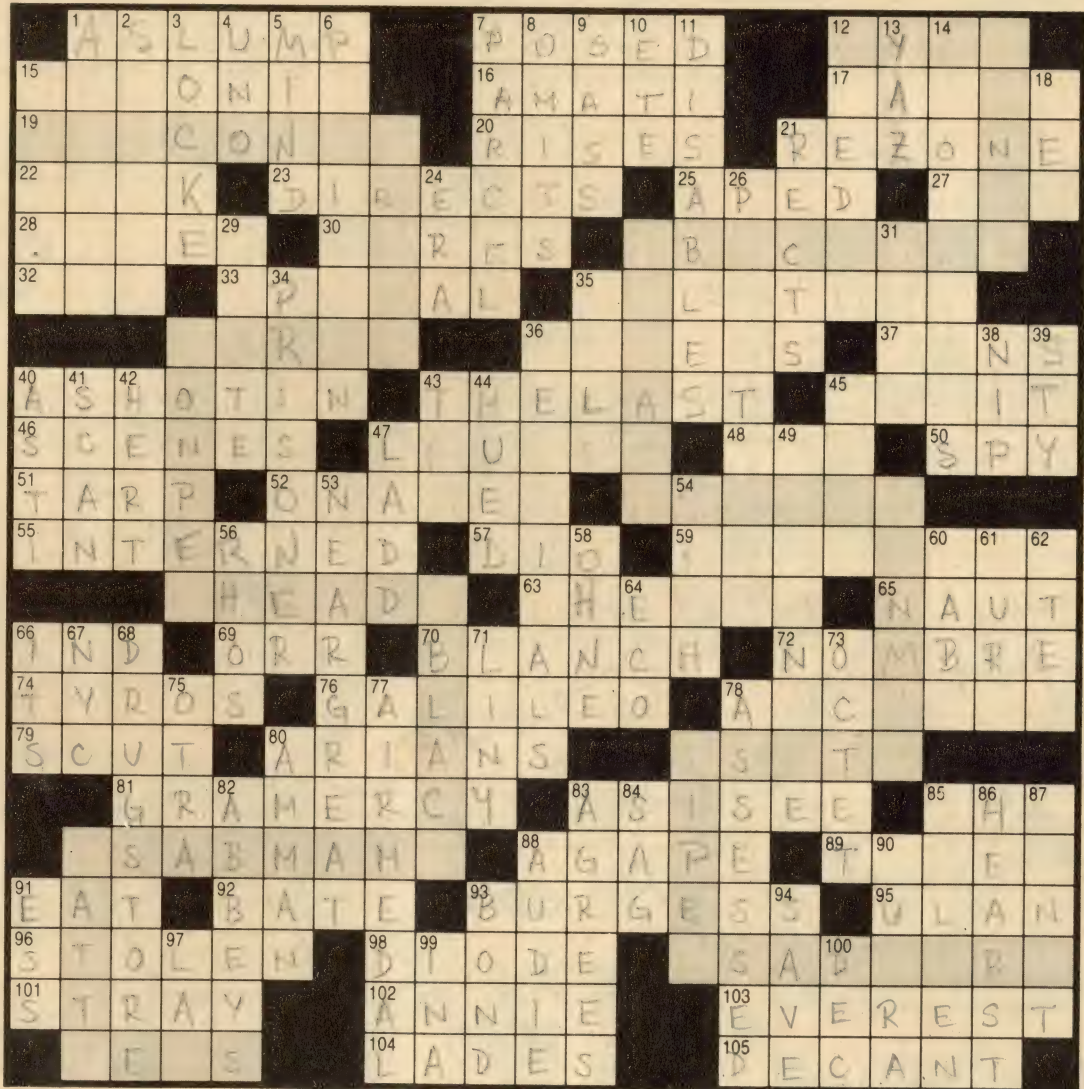
by Charles Deber

When the puzzle has been completed, the two shaded bands of letters, beginning at 12-Across and 19-Across and winding through the grid, will contain appropriate series of words.

Answer Drawer, page 69

ACROSS

- 1 In ____ (batting badly)
- 7 Presented a question
- 12 SEE INSTRUCTIONS
- 15 The Merchant of Venice
- 16 Stradivari's teacher
- 17 ____ the jungle
- 19 SEE INSTRUCTIONS
- 20 Ascends
- 21 Alter a building code
- 22 Devilish monicker
- 23 Calls the shots
- 25 Did a take-off
- 27 Mao follower?
- 28 Enroll
- 30 Swings, sometimes
- 32 1 or 66: Abbr.
- 33 Homeric
- 35 Nine of diamonds?
- 36 Start of a Stein quote
- 37 Writes
- 40 ____ the Dark (1964 Sellers film)
- 43 ____ Supper
- 45 Have coming
- 46 Vistas
- 47 Jewelers' eyepieces
- 48 Unemotional
- 50 Operative
- 51 Football field covering
- 52 Asian ass
- 55 Served an apprenticeship
- 57 God, to Roman Catholics
- 59 Pork dish
- 63 Comedienne MacRae



- 65 End with cosmo or Argo
- 66 Subway line of 67-Down
- 69 Bruin Bobby
- 70 Whiten
- 72 Name, in Nuevo Laredo
- 74 Novices
- 76 Discoverer of four moons of Jupiter
- 78 Sets upon
- 79 Rabbit's tail
- 80 Suffix with sect or parliament
- 81 ____ Park (New York address)
- 83 "____ it..." ("In my opinion...")
- 85 Ayesha, to Haggard
- 88 Showing surprise
- 89 Chandler's product
- 91 Fill one's face
- 92 Restrain, as one's breathing
- 93 Clockwork Orange author
- 95 ____ Bator
- 96 Ripped off
- 98 Radio component
- 101 Digress
- 102 "Tomorrow" singer
- 103 Hillary's hill
- 104 Stows cargo
- 105 Pour into a carafe
- 3 Noted English philosopher
- 4 One, to Juan
- 5 "Never ____!"
- 6 Standing
- 7 UPS concern
- 8 Misses
- 9 Lip
- 10 Summer, in Strasbourg
- 11 Puts out of commission
- 12 Vow
- 13 Bosox slugger
- 14 Lovers who cheat
- 15 Dogpatch dude
- 18 Charge
- 21 Geom. figures
- 24 Baseball stat
- 26 Like some parties
- 29 Remainder: Fr.
- 31 Part of the neck
- 34 The Man in the Iron Mask, e.g.
- 35 Tree trunk
- 36 Counterattack's
- 38 Bit of booze
- 39 Miss Piggy's chateau?
- 40 ____ spumante
- 41 Peruse
- 42 Moss of Broadway
- 43 Dress (up)
- 44 Like a rainbow
- 45 Old wives' tale
- 47 Ex-Angel Cheryl
- 49 "Wild" Indian
- 53 Star, but not a superstar
- 54 ____ Ching (Confucius book)
- 56 Pi followers
- 58 Without, in Wiesbaden
- 60 Checkers et al.
- 61 Composer Weill
- 62 Marie and Anne, e.g.
- 64 Prefix with system or logical
- 66 "____ a girl!"
- 67 Big Apple monogram
- 68 Soda fountain site, often
- 71 Streaked
- 73 Two barbershop choirs
- 75 Other: Sp.; fem.
- 77 Pilot's decoration
- 78 Sized up the situation
- 80 Jordan's capital
- 82 Westminster et al.
- 83 Gives consent
- 84 Droop
- 85 Petulance
- 86 Kane's prototype
- 87 Dadaist Max
- 88 Murphy of Westerns
- 90 Big Valley daughter
- 91 Road curve
- 93 SPECTRE's archenemy
- 94 Except for
- 97 Ancestral spirit
- 99 One ____ million
- 100 Busy mo. at the P.O.

DOWN

- 1 Consecrate
- 2 Incense spice

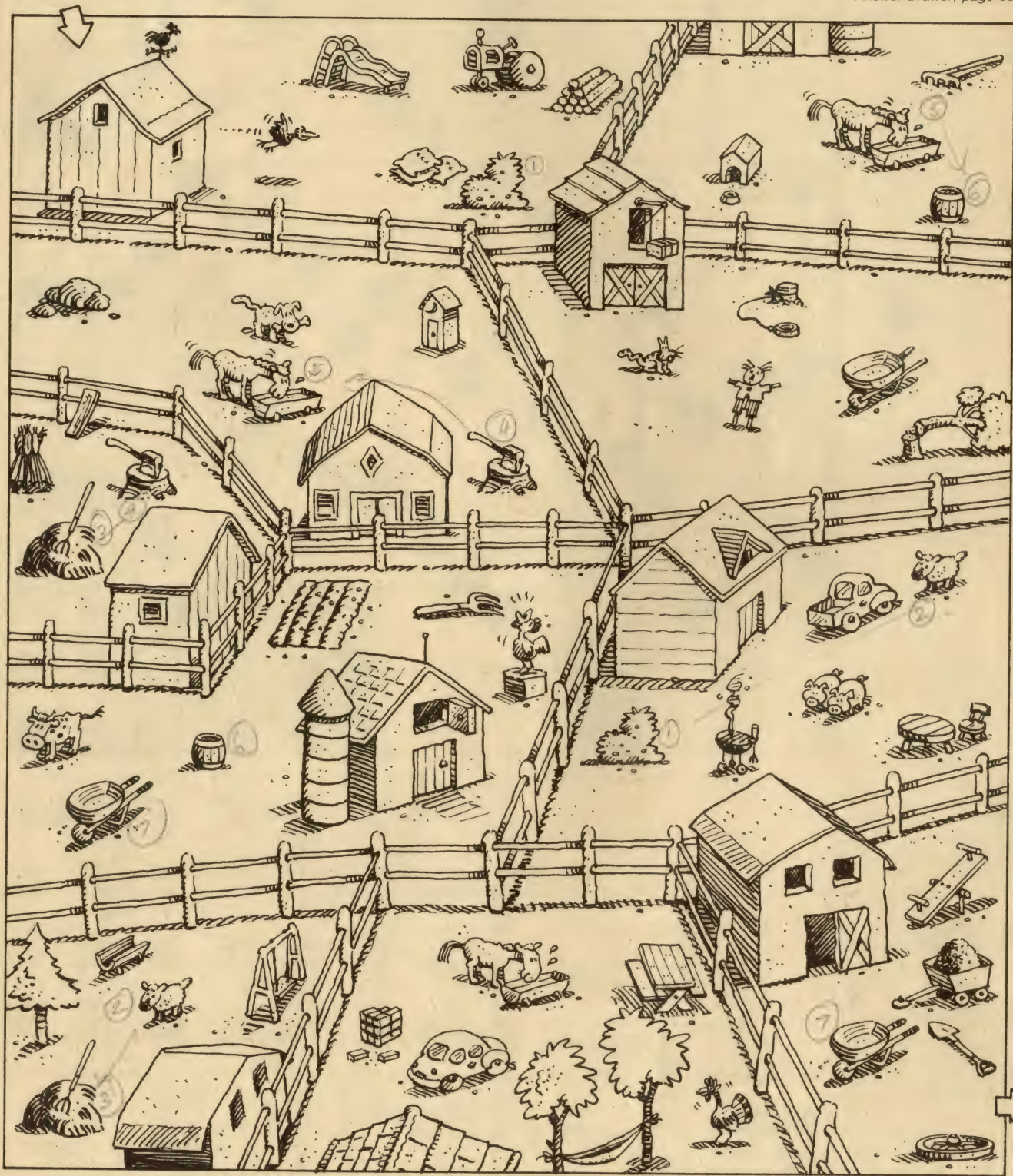
(Mark)

by Robert Leighton

Old MacDonald had a farm . . . and so did Old MacGregor, Old MacKenzie, Old MacDougall, and a few other folks. And on their farms they had horses, pigs, tractors, and other ap-purtenances of rural life. In fact, each farm had one object in common with one or two other spreads. Your job is to find a path of such objects through this maze. Start at the farm on

the upper left and find an object on it that is repeated elsewhere in the picture in exactly the same form. Then move to that farm and find another object there that is repeated somewhere else. Proceed from farm to farm in this way until you land on Old MacDonald's acres in the lower right corner. There is just one answer, but watch out for false trails.

Answer Drawer, page 68



BASED ON A PUZZLE BY PIERRE BERLOQUIN

ILLUSTRATION BY ELWOOD SMITH

Cryptic Crossword ★★★

by Doug and Janis Heller

The Warm-Up Puzzle at right contains all the basic types of clues you're apt to encounter in a cryptic crossword. Like all cryptic clues, each contains two parts: a direct or indirect definition of the answer and a second description of the answer through wordplay. The first step in solving a cryptic clue, and a great part of the fun, is to determine the dividing point between the parts. Consider some sample clues:

"Doctored a test sample (5)." This is an example of an anagram. The letters in the words "a test" can be rearranged to spell the answer, TASTE, which is defined as "sample." The word "doctored" suggests that the adjacent letters are to be rearranged. An anagram clue always contains a word or phrase (like "crazy," "reorganized," or "in a heap") that suggests mixing or poor condition.

"Dance found in America perhaps (5)." The answer, CAPER ("dance"), is literally found in the letters of "America Perhaps." This is an example of a hidden word.

"Animal craving suppressed by laughter (5)." The word YEN ("craving") is literally held by the word HA ("laughter") in the answer HYENA ("animal"). The phrase "suppressed by" suggests the placement of YEN within HA. This is called a container clue.

"Surprise! A labyrinth (5)." Here you must joint two short words to form the answer—the letter A (given directly) and MAZE ("labyrinth") to form AMAZE ("surprise"). This is an example of a charade clue.

Other tricks of cryptic solving have been explained in previous issues. If you are new to cryptic crosswords, start with the Warm-Up Puzzle at right and refer to the Answer Drawer for explanations.

Warm-Up Puzzle for New Solvers ★

With detailed
explanations in
Answer Drawer, page 68

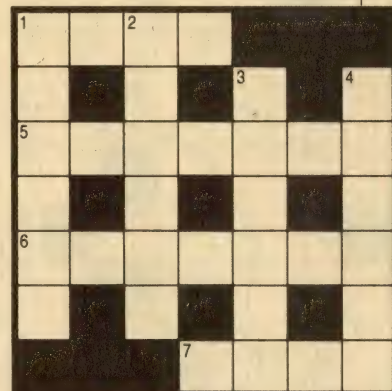
by Emily Cox and Henry Rathvon

ACROSS

- 1 Fog in Belgium is thick (4) *hidden word*
- 5 More tasteless praise (7) *second definition*
- 6 Beg for devil stories (7) *charade*
- 7 Encounter swarm returning (4) *reversal*

DOWN

- 1 Almost bungling a baked good (6) *curtailment*
- 2 Secret agent has to sleep to be energetic (6) *container*
- 3 Walked to Reds, mistakenly (6) *anagram*
- 4 Hemingway is serious, we hear (6) *homophone*

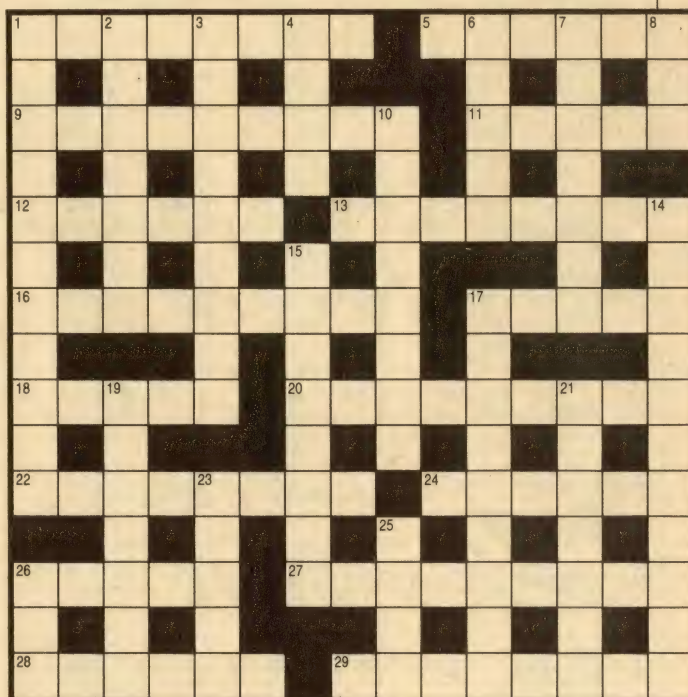


ACROSS

- 1 It's plain loss of control! (8)
- 5 Inventor is done with tinkering (6)
- 9 Suggest new decor, housing 1,000 soldiers (9)
- 11 With end of dieting, dad's sister is very thin (5)
- 12 There's a feeling of excitement to be found in writing letters (6)
- 13 Spanish for "furniture" is easily conveyed (8)
- 16 Visual problem is surely found in torn retina (9)
- 17 They stop the flow of rocks in an avalanche (5)
- 18 With reworking, Ben is a great playwright (5)
- 20 Rotten Argentine fruit (9)
- 22 Expos led off with bursts (8)
- 24 Mascara bottle features beetle design (6)
- 26 Factory blueprint presented ahead of time (5)
- 27 Watched coverage of news incident—six and eleven (9)
- 28 A horse's number (6)
- 29 A monk's home has it—superiority in rank (8)

DOWN

- 1 Destroying third tee, nut has to change course (4,3,4)
- 2 Sweet smell of anger (7)
- 3 Southern mischief-maker pretended to be a fool (9)
- 4 Thought a die could be rolled (4)
- 6 Understand it's a finger (5)
- 7 Rumbles turning to sleep (7)
- 8 Ultimately, Stephen Spielberg movie makes a profit (3)
- 10 Leader of revelers, in drinking quickly, is not getting enough air (8)
- 14 Supplier of eggs for a half buck in eastern New York (6,5)
- 15 Cafe worker was holding bizarre rites (8)
- 17 Conceders, upset, getting louder (9)
- 19 Smitten parson has love for choir member (7)
- 21 Man from Tel Aviv is real strange one (7)
- 23 Frequently regarding Bo Derek? (5)
- 25 Completed in two verses (4)
- 26 Vegetable native to Cape Ann (3)



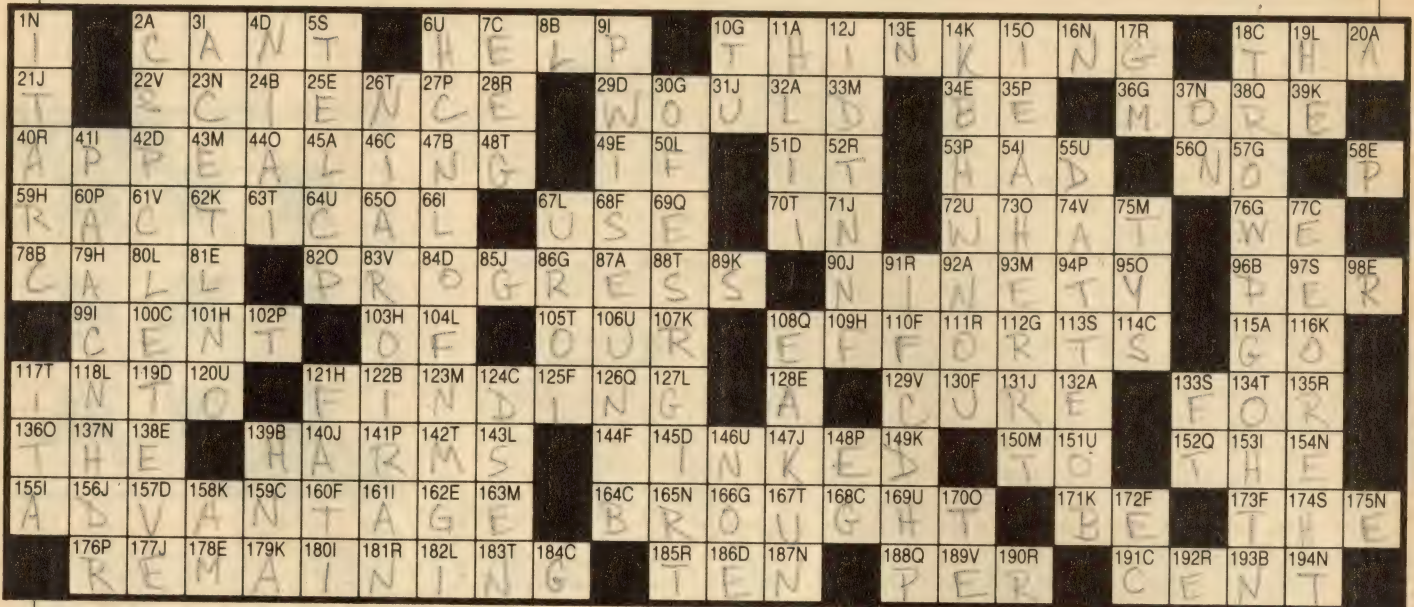
Answer Drawer, page 73

Double Cross ★★ (Ante, Jelica)

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 69*



A. It's issued to a duelist

CHALLENGE
2 11 20 32 45 87 92 115 132

B. It holds the wheel on the axle

LINCHPIN
8 24 47 78 139 96 122 193

C. Fancy breakfast fare (2 wds.)

EGGSBENEX
100 168 184 114 164 7 159 77 124
ICIT
46 191 18

D. Position of observation

VIEWPOINT
157 51 186 29 42 84 145 4 119

E. Mighty, as a fortress

IMPREGNABLE
49 178 58 98 138 162 13 128 34
LE
81 25

F. Cause to look foolish

STULTICE
68 173 130 144 160 125 110 172

G. Song hit from Annie

TOMORROW
10 30 36 57 86 112 166 76

H. Skedaddled, fled (2 wds.)

RANOFF
59 79 101 103 109 121

I. Mountainous area of the eastern U.S.

APPALACHIA
3 9 41 54 66 161 99 153 180 155

J. Task, enterprise

UNDERTAKING
31 90 156 177 131 21 140 147 12
NG
71 85

K. Form of teenage locomotion?

SKATEBOARD
89 14 158 62 39 171 116 179 107 149

L. Mixing, as cards

SHUFFLING
143 19 67 104 50 80 182 118 127

M. US-USSR rapprochement

DETENTE
33 43 75 93 123 150 163

N. Not meaningful

INCOHERENT
1 16 23 37 137 154 165 175 187 194

O. Natural aversion

ANTIPATHY
44 56 136 15 82 65 170 73 95

P. One who gossips endlessly

CHATTERER
27 53 60 94 102 148 176 35 141

Q. Rue one's sins

REPENT
38 69 188 108 126 152

R. Give the third degree

INTERROGA
91 181 52 192 135 190 111 17 40
TE
185 28

S. Burglary

THEFT
5 174 97 133 113

T. Humiliating

IGNOMINIO
63 48 183 134 142 70 26 117 105
US
167 88

U. Glutton (sl.)

CHOWHOUND
64 169 151 72 6 120 106 146 55

V. Short in supply

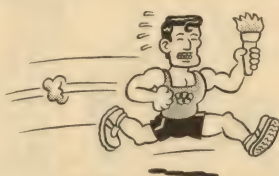
SCARCE
22 61 74 83 129 189

Scanagrams ★★

by Eugene T. Maleska

In each of the following couplets, one of the words is an anagram of the word to be filled in the blank.

Answer Drawer, page 68



Ex. Olympics

For athletes strong and simon-pure,
The LAUREL wreath has great allure.



1. Tippy Tipster

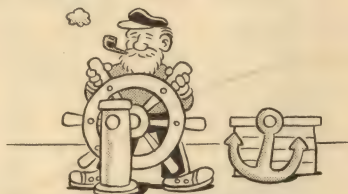
The drunkard, crawling on all fours,
Said, " SOBER people are such bores."

2. Down at the Zoo

A baby gorilla ! Let us greet it
And hope the mother will repeat it.

3. Job

The donkey woes he could abide;
Whatever came he took in stride.



4. Fulton's Faith

My MASTER pilot knows the stream,
So give my ship a head of steam!

5. Stretching a Point

Though rubbers often use castile,
There's really no stretch feel.

6. Relatively Speaking

An island in our nation
May have a Taiwanese relation.



7. Social Climbing?

In rugged sports enumerations,
The mountain are "top" sensations.

FOLD THIS PAGE

The World's Most Ornerly Crossword

by Jack Luzzatto

Information, Please

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 47. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you need help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 46). Remember, to peek or not to peek is up to you.

Hard Clues ★★★

ACROSS

- | | | |
|------------------------------------|-------------------------------------|---|
| 1 Putting one's foot down | 66 Hosiery mishap | 118 Brings notoriety to |
| 8 Cowboy, at times | 67 City on the Skunk River | 119 Latin connection |
| 14 Readies the hook | 68 At another time | 121 Sentenced to prison |
| 19 Round, like a teardrop | 69 Broadway's Hagen | 123 Shopper's bane |
| 20 Priestly wear | 70 Florida county | 124 "I want to be _____ girl" |
| 21 British soldiers | 72 None too swift | 125 It's usually less than the final cost |
| 23 Plied | 74 Disinclined | 127 Malty quaff |
| 24 Body _____ | 76 Stew | 128 Wood sorrels |
| 25 Told fanciful stories | 77 Pizzeria fixtures | 129 Dixie damsel |
| 27 Sources of stomach pain | 79 _____ <i>entendu</i> (of course) | 130 <i>Les _____ Unis</i> |
| 28 Strike callers? | 80 Undergarment, euphemistically | 131 Shipping allowance |
| 30 Calls with "swing your partner" | 84 Per | 132 Guy's date |
| 32 Fling yon portal wide | 85 Creepy-crawly | 133 Sunbathers, e.g. |
| 33 Sucrose source | 87 <i>Entre _____</i> | 135 Not fooling |
| 34 Bower | 88 Fuss and feathers | 138 Altar boy's vestment |
| 35 Agoras, updated | 89 Arrest | 139 Incentive |
| 36 Tasty cookie | 91 Use glib persuasion | 141 Grounded, electrically |
| 37 Incense | 92 Go to pieces, literally | 143 More robust |
| 38 Star-shaped | 93 In case, pejoratively | 145 The arcane and abstruse |
| 41 Meander aimlessly | 94 Construction piece | 146 Rip-roaring |
| 43 Niño's name | 96 Early evictee | 147 Valued |
| 44 Squelch | 97 Flower-like sea creatures | 148 Rib |
| 46 Put away | 100 Religious leader? | 149 Winter rains, perhaps |
| 47 Chromolithographs | 101 Spread on thickly, old-style | 150 Swindler's aide |
| 48 Country homes for Russky VIPs | 103 <i>On-_____</i> (vague rumor) | |
| 49 Previously | 105 Irk | |
| 51 Not eager | 106 Girl in an old song | |
| 53 Put another way | 108 Sound of mind | |
| 54 Inner court | 109 First | |
| 56 Parroted | 111 Tiny Mexican blooms | |
| 57 Vacation days for Britons | 114 Metaphysical theory | |
| 58 Author Buntline | 117 Worships | |
| 59 Chaste | | |
| 62 Old hold-up man? | | |
| 63 The Land o' Cakes | | |

DOWN

- 1 Dish by dish
- 2 Ride herd on
- 3 Tolerate
- 4 17th-century London roisterers
- 5 Ga. neighbor
- 6 Disposition
- 7 Quiver
- 8 Fridge feature
- 9 Call the shots

The World's Most Ornery Crossword

Don't Peek Until you Read Page 45!



Easy Clues ★

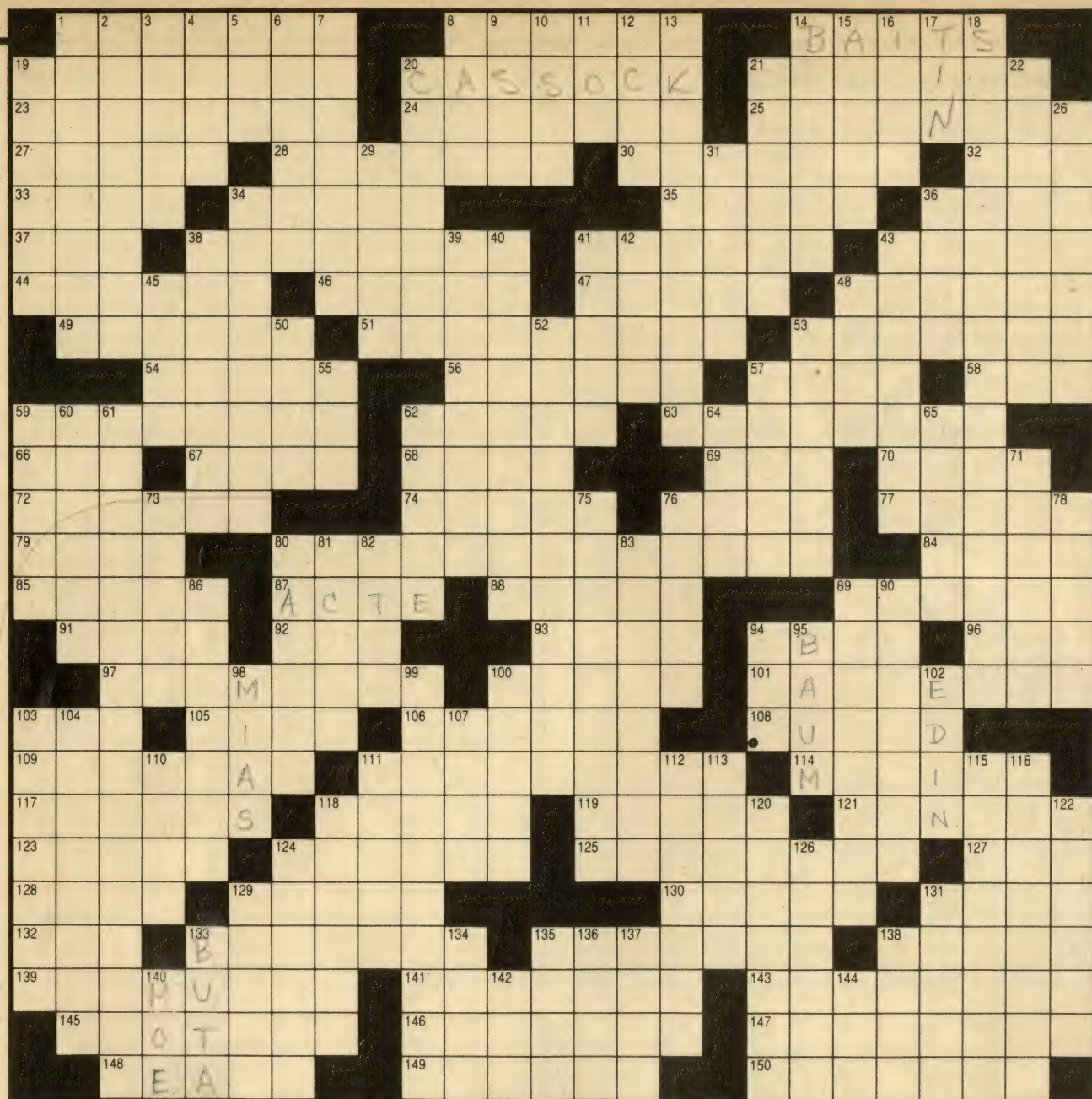
ACROSS

- 1 Unyielding
8 He takes cattle to market
14 Worms, to a fisherman
19 Spherical
20 Priest's cassock (ATONE US anag.)
21 British soldiers, familiarly
23 Cover with clear plastic
24 Tactful
25 Wooded
27 Sulfuric and hydrochloric
28 Referees
30 Country dance calls
32 Not closed, poetically
33 Walking stick
34 Ann ____, Michigan
35 Shopping centers
36 "Cinch"
37 Anger
38 Starlike
41 Roam
43 Name for a *señor*
44 "____ the gas!" ("Hurry up!")
46 Worn away
47 Bread spreads
48 Country homes, in Russia (CASH AD anag.)
49 Before this time, poetically
51 Disinclined
53 Say again
54 Common cookout site
56 Reverberated
57 Days off work, for short
- 58 Actor Beatty
59 In the original state
62 Map book
63 Highland country
66 Race
67 ____ Brothers ('50s singing team)
68 At that time
69 Mexican lizard genus (TAU anag.)
70 Miami's county
72 Opposite of acute
74 Averse
76 Worry
77 Kitchen appliances
79 Well: Fr.
80 Not fit to be talked about
84 Apiece
85 Spooky
87 We: Fr.
88 Brilliant effect
89 What a leash attaches to
91 Winter flakes
92 Decay
93 For fear that
94 Iron girder: 2 wds.
96 Night before
97 Windflowers
100 God
101 Spread on generously (RED ALDER anag.)
103 Dah's telegraphic partner
105 Irritate
106 War song girl (RELOAN anag.)
108 Plain and clear
109 Monogram letter

- 111 Lily-like flowers of Mexico
114 One-reality belief
117 Worships
118 Conditions of renown
119 Link (UNSEX anag.)
121 Launched, as a rocket: 2 wds.
123 Wrinkles
124 Fischer and Hull
125 Make a rough guess
127 Pub drink
128 Edible tubers (in STEREO CASSETTES)
129 Outlaw ____ Starr
130 States: Fr. (STATE anag.)
131 Weight allowance (in STRETCHERS)
132 "My ____ Sal"
133 Those who soak up the sun
135 Serious and sincere
138 Terra ____ (reddish clay)
139 Electric prod
141 Hid in a burrow
143 More vigorously healthy
145 Little-known facts
146 Unruly
147 Highly regarded
148 Vex, for sport
149 Frozen rains
150 Helmsman

DOWN

- 4 Fellows, in British slang (SUM + N anag.)
5 In the style of: 2 wds.
6 Word after human or Mother
7 Quake
8 Portal
9 Govern
10 Elevator inventor
11 Large tub
12 City in Oklahoma (DINE anag.)
13 Endorses, as a good show
14 Lot of loot
15 Bullets, cannonballs, grenades, etc.
16 "____ corny as Kansas . . .": 2 wds.
17 Can metal
18 Merchant of recycled goods: 2 wds.
19 Defensive slope (SIC LAG anag.)
20 Unvoiced, in phonetics
21 Warbles
22 Split apart
26 Removed from office
29 At earth's end
31 Wooden shoe (BOATS anag.)
34 Never: 3 wds.
36 Religious group
38 Beethoven's "Moonlight" and others
39 Money-raising TV show
40 Remove a kernel from its shell
41 Old newspaper photo sections (ROOTS anag.)
42 Wings (A LEA anag.)
43 Fencing thrust (SODA SAP anag.)
45 ____ up (energizes)
48 Secluded valley
50 Burgundy or port, e.g.
52 Rooster, old-style
53 Whirl
55 Faeroe Islands whirlwinds (in FAROESE)
57 "Home away from home"
59 In-depth inquiry
60 Red gemstones
61 Advocate of world law
62 Tamarisk salt trees (STEAL anag.)
64 Sidewalk's edge
65 Kind of orange
71 Conceal in a grotto
73 Labor group
75 Golfer's dream: 3 wds.
76 Blubberty
78 Tear to pieces
80 Open a scroll
81 Nary a person: 2 wds.
82 Unspeaking
83 Tennis's Ilie et al.
86 Palace storage rooms (SEE WIRE anag.)
89 Driving expenses: 2 wds.
90 New minister
94 Sick
95 Tree: Ger.
98 Actress Farrow et al.
99 Sleepers
100 Gown
102 Capital of Scotland: Abbr.
103 Conversations for two
104 Point out
107 Follow orders
110 Very: Fr.
111 Cafe furniture
112 Spreads out
113 Set of rooms
115 Astronomer's chronology
116 Old Death Valley driver
118 Artificially friendly
120 Shatters
122 Old firecracker (DEPART anag.)
124 Make certain: 2 wds.
126 Bear witness
129 Cotton bundles
131 Burden carrier
133 "... life is ____ dream": 2 wds.
134 Go yachting
135 Diminutive suffix
136 Cat on ____ Tin Roof: 2 wds.
137 Old-time defendant (SURE anag.)
138 Canadian Indian
140 One of the Three Stooges
142 Fish eggs
144 Dined



Answer Drawer, page 73

Hard Clues (cont'd)

- | | | | | | |
|---------------------------------------|------------------------------------|--|----------------------------------|-----------------------------------|--|
| 10 Master of elevation? | 26 Out of power, but not by choice | 48 Farmer's place | 76 Greasy | 102 Capital of Scot. | 124 Admonition to an adviser? |
| 11 Brewery fixture | 29 Kind of extremes | 50 "The grape" | 78 Destroy documents | 103 Colloquies | 126 Certify, by oath |
| 12 Sir Geraint's lady | 31 French shoe | 52 Cock-a-doodle-doo bird | 80 Open to view | 104 Suggest, indirectly | 129 Hay units |
| 13 Touts | 34 Never ever | 53 Turn | 81 "___ here but us ..." | 107 Toe the line | 131 Gun carrier |
| 14 Loot | 36 Schismatic | 55 Zeroes: Var. | 82 Trumpet accessory | 110 Very, <i>cheri</i> | 133 "Nothing ___ heartache" (Bonnie Tyler lyric) |
| 15 Firearm fillers | 38 Chamber music, perhaps | 57 The Plaza, e.g. | 83 Ilie et al. | 111 Put on ice | 134 Canvas |
| 16 Miss Hogg of Texas, et al. | 39 Nonstop TV, so it seems | 59 Investigate | 86 Palace pantries | 112 Lengthens | 135 Novel conclusion? |
| 17 Bolivian resource | 40 Explain, once from him? | 60 July gems | 89 Part of a traveler's expenses | 113 <i>Grand Canyon</i> , for one | 136 "There'll be ___ time ..." |
| 18 Would you buy a used car from him? | 41 Sunday picture sections | 61 Exponent of world cooperation | 90 New minister | 115 What the sidereal clock shows | 137 Roman defendant |
| 19 Buffer zone | 42 Nose sides | 62 Windbreak trees | 94 Well? No | 116 Whip-cracking wagoner | 138 Algonquian Indian |
| 20 Unsounded | 43 Fencing thrust | 64 Restrain | 95 Oz creator | 118 Right neighborly | 140 Ballplayer Berg of yesteryear |
| 21 Soprano's sound | 45 Invigorates (with "up") | 65 Button, of sorts | 98 Nam | 120 Power | 142 Kind of buck |
| 22 Discrete | | 71 Conceal, as the treasure of the Forty Thieves | 99 Hibernators | 122 "Hoisting" explosive | 144 Greek goddess of recklessness |
| | | 73 Togetherness | 100 Prepare poultry | | |
| | | 75 Stroke of good luck | | | |

Sque-e-e-eze Play

by Robert Mansfield

A Quick Pencil Game for Two Players

Got 10 minutes? That's how long it takes to learn the rules and play this deceptively simple game. You'll need a couple of pencils and a partner before you start.

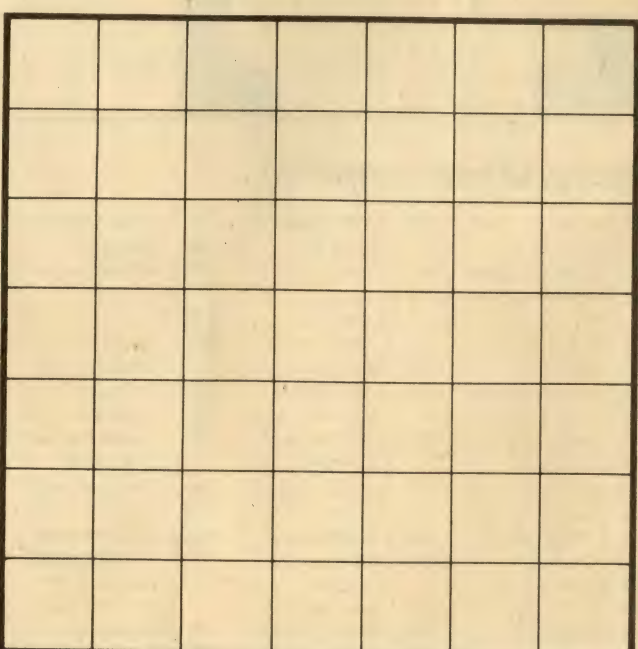
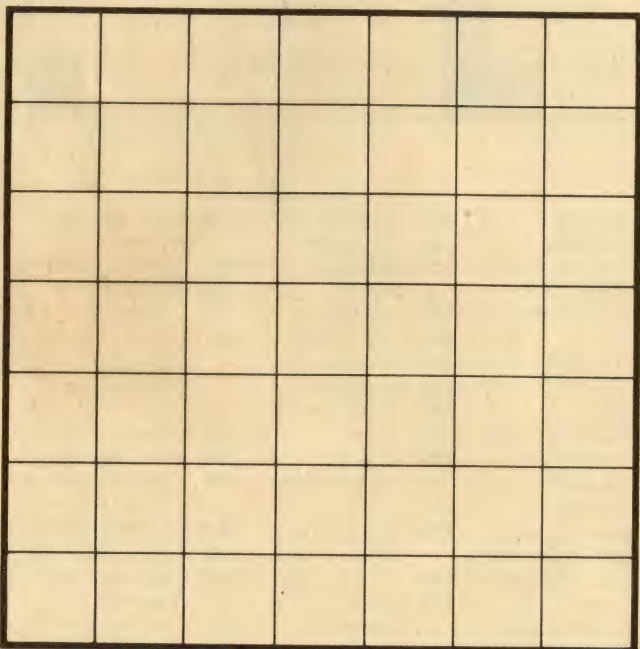
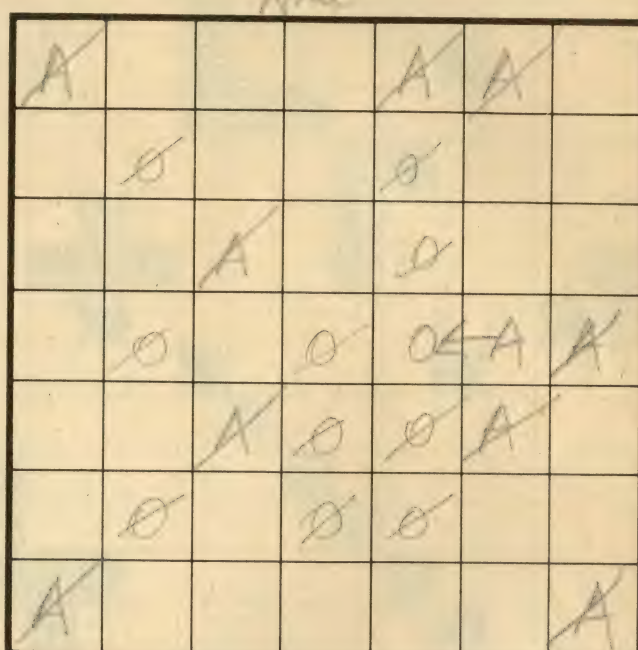
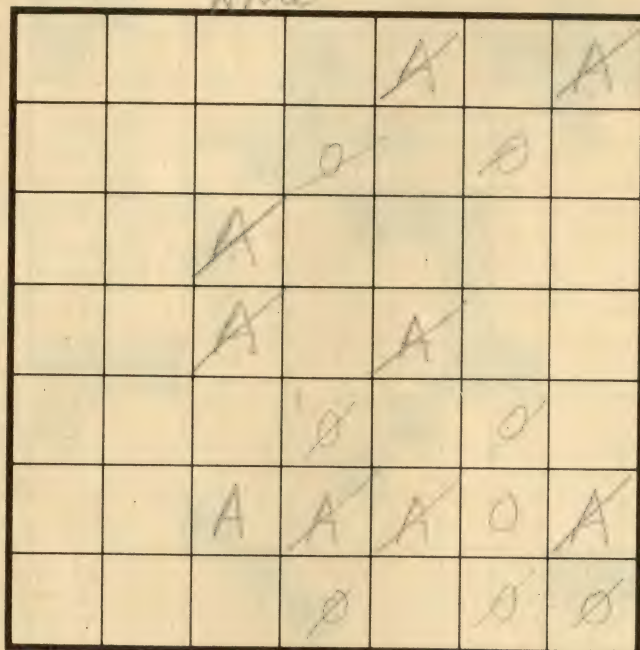
1. Use the 7 × 7 playing grids on this page (or draw your own grids on a separate piece of paper).
2. Pick your mark—a circle for you, a square for your opponent (or any other symbols of your choice).
3. To start: Draw your mark in any space in the grid. Your opponent should do likewise.
4. To play: Beginning from your mark, move any number of

squares in a straight line—horizontally, vertically, or diagonally—to an *unused* space, and make your mark in it. Cross out your old mark. Your opponent should follow suit.

5. Continue in this way, alternating turns, always moving from your last mark.

6. Never move through a space previously played on.

7. To win: *Either* a) catch your opponent by moving into the space occupied by his last mark (the only time such a move is allowed); *or* b) force your opponent into a position from which he cannot play.



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100's: 18 mg. "tar", 1.3 mg. nicotine,
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Share the refreshment.*

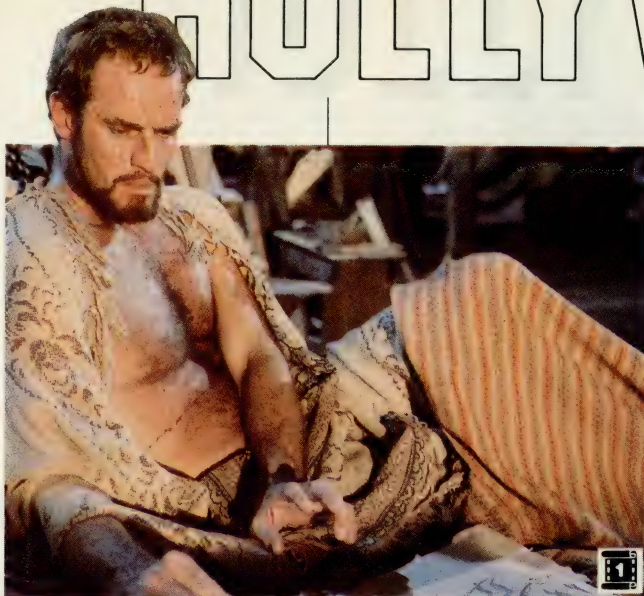
Warning: The Surgeon General Has Determined
That Cigarette Smoking Is Dangerous to Your Health.



HOLLYWOOD

Film critics are always debating whether art imitates life or vice versa. To test their arguments, we've collected the 20 images seen here. The 10 on the facing page are of historical figures, while the 10 on this page are stills from films representing their lives. If you can match the real folks with their celluloid counterparts, head for the nearest drive-in and buy yourself a bucket of popcorn. If you can name *all* the celebrities shown, both from history and from film, you earn two boxes of Raisinets and a front-row seat at the Bijou. And a command appearance at the next GAMES film festival is yours if you can also name all the movies.

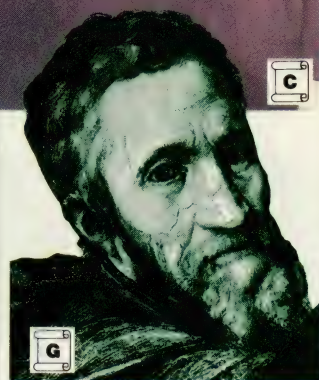
Answer Drawer, page 69



1G - Ten Commandments 3E - Sister With Story 5A - Yankee Doodle Boy
2C - Julia 4B - Funny Lady 6J - Lady Sings the Blues

MAKES HISTORY

☆☆
BY WILLIAM
O'CONNELL



77- Minnie Driver
81

94- Reds
101- Patton

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GUESS WHO'S COMING TO DINNER?

A SHORT STORY FOR CROSSWORD BUFFS

by Mary Ellen Slate

As Jane Doe glanced up from her lace-making, she saw, out the window, Wimbledon ace Arthur Ashe and Ernie's widow, Edie Adams. They were walking filmdom's most famous mutt, Asta. Hurriedly putting her tatting in her etui, Jane ran to the door and invited them in.

"You must help me, I'm in a real pickle," she averred. "I have this elaborate dinner all ready and I just got a wire from Chicago's O'Hare, the country's busiest airport. It seems that most of my guests are hung up there—Ina Claire, Oona Chaplin, Uta Hagen, the Conte d'Este, *Laugh In's* Arte Johnson, and Mel Ott. Please help by staying for supper."

Arthur and Edie sat down and Jane patted Asta. "And where are the sleuth Nick Charles and his pert mate, Nora?" asked Jane. "Off at some spa?"

"They're houseboating in Europe," said Edie.

"Aha," Jane said. "Is it on a Baltic feeder—the Oder, the Eder? A Rhone tributary, the Aar? The Ayre? The Exe? Any of the Avons?" Before she could say Po or Ebro, Jane checked herself. She patted Asta fondly and said, "I really rue Noah."

"What?" asked Arthur.

"Well, a pet is so nice. We used to have this darling anoa. Wild Celebes oxen make super pets. But he died. We called him Noah."

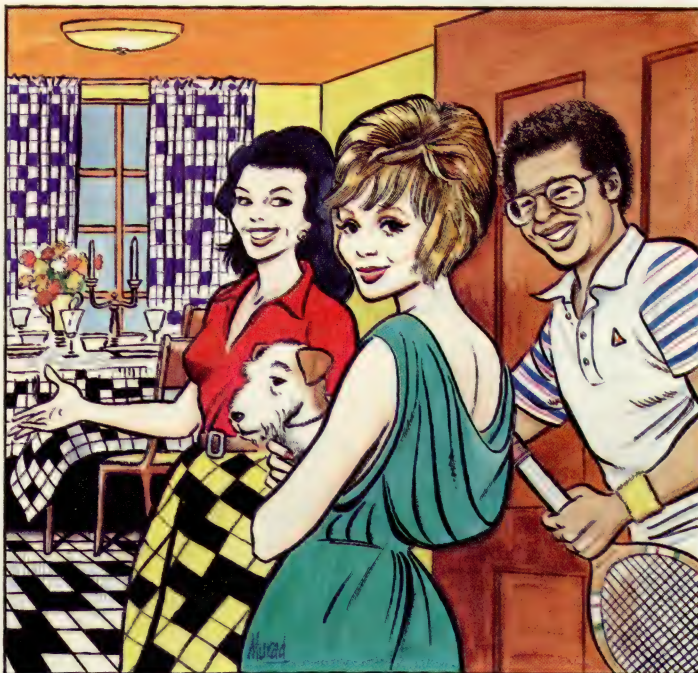
"You can get another," said Edie.

"Well," Jane answered, "anoas are kind of trouble. Now we only have our eri. Harry we call him, and he's no trouble at all. But a silkworm really isn't much company."

"A bird," Arthur said, "would be sort of halfway between Harry the eri and Noah the anoa."

"We did once have a very good tern," Jane said, "but he flew away."

The doorbell rang. "That must be John and the Roes. You know Richard



and Ruth, of course. They get around almost as much as John and I do."

The newcomers came in and Jane offered drinks. "I thought we'd just have wine—a white Asti and a red from California—Napa Valley of course. There's ale and ade too. I don't serve gin cocktails anymore. They get me confused and I keep calling them *ing* or *nig* cocktails."

During the predinner drinks, talk turned to Nick and Nora and then to vacations.

Ruth Roe said, "We don't know what to do this year. Last year we went to the pampas but it was too, too sere—too arid, you know. However, we got some nice riatas for the children."

Richard Roe interrupted, "Then we hied to the Brazilian port of Belem, but found it too lush. Lianas everywhere."

"And I was so ired," Ruth put in. "Nothing to buy but arrow poison—curare, inee, whatever. Or boas, or coatis. Nothing suitable for little Richie or his sibling, Sis."

"Vacations are always a problem," agreed Jane. "Last year John and I decided to rough it and we spent aeons checking out hundreds of cols, aretes, and tors. We wound up on a truly dreariness."

"That's what made us forget Attu or Adak for this year," John said. "We've opted to stay home and we think it'll be a oner. We'll just catch a few rarees and some of those producers' delights, the SRO shows."

"Dinner's ready now," said Jane. "It's a modest meal. I just threw a few things in my olla—a simple olio of poi, soy, and sago, with a touch of oleo. Then some Cos lettuce salad and a simple torte. I hope the casserole is okay. I worked like an esne on it but I had to quadruple the recipe and I'm such a ninny. IV times LDX grams of taro for pounding!"

Dinner was excellent, and afterward, the guests sated, they sat in the salon over oolong tea and listened to the music of Lalo.

"What a nice house you have," said Arthur Ashe.

"Why thanks," said John. "We've entertained here a lot. Members of the CIO, the ILO, the NAM, MAM, ABA, and I don't know how many others. The house is by Eero Saarinen."

"But," put in Jane, "it was John's idea to decorate it all in tones of ochre, umber, and ecru. He thought it would be an apt background for our oils."

"Yes," said John, "We have quite a few Dalis, Serts, Mirós, Goyas, Manets, Monets, and the odd Corot. Would you like to see them?"

"We really must be going," said Arthur.

"Alas," said Jane, "but I'll get your ulster, Art, and your mac, Edie."

As they were going out the door, Arthur Ashe turned to the Does and the Roes and asked, "Do you folks do crossword puzzles?"

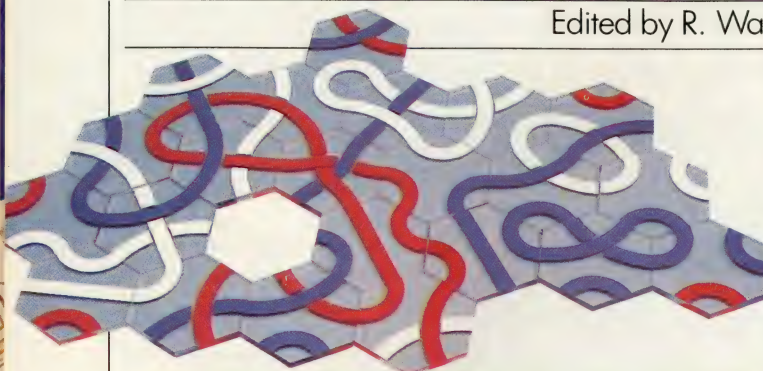
"Why no, we don't," they chorused. "What makes you think so?"

"Just a wild guess," said the Wimbledon ace, and shut the door.

Contributing Editor Mary Ellen Slate says her hobbies are retting and tedding.

GAMES & BOOKS

Edited by R. Wayne Schmittberger



Kaliko (available from Future Classics, Box 7338, Ann Arbor, MI 48107; \$30 includes postage in continental U.S.)

This boardless path-connecting game is an improved version of *Psyche-Paths*, a little-known but highly original game of the 1960s. The rules have been streamlined, some solitaire puzzles have been added, and the silk-screened Lucite tiles give the game a striking appearance that does justice to the sophistication of the play.

Two to four players draw seven tiles apiece from a bag, and keep them hidden from the opponents behind bamboo screens. One more tile is drawn and placed on a flat surface of at least card-table size. Each tile—there are 85 of them, all different—depicts three path segments in varying configurations and color combinations. In turn, each player adds one or more tiles from his hand to those already on the table, matching like-colored path segments wherever tiles meet. The tiles played in a turn must connect two previously unconnected path segments. The longer a connected path is, the more points it's worth; as the game progresses and paths grow longer, plays tend to score more and more points. Bonuses are earned for making a path cross itself and for turning a path into a closed loop.

Finding a reasonably good move is seldom hard; finding the very best move is seldom easy. Luck is important, but so are a strong sense of spatial relations and the ability to plan strategically. The outcome is often in doubt until the very end; and it's highly satisfying to find a play that simultaneously connects two or more sets of paths, scoring enough points to come from far behind and win.

—R. W. S.

The Queen's Gambit by Walter Tevis (Random House, 1983, 244 pages, \$13.95 hardcover)

It isn't often that a serious writer devotes a major work of fiction to the game of chess, and rarer still when such a work is worthy of attention by readers other than chess devotees. Walter Tevis's latest novel—his earlier ones include *The Hustler* and *The Man Who Fell to Earth*—is one of them. Though it contains some technical errors, *The Queen's Gambit* is a well-written, sharply observed story with profound psychological overtones and uncannily accurate descriptions of the thoughts and emotions of a chess player during a game.

The plot is basically the familiar *Rocky* theme: Young ge-

Grand Slam Baseball (available from Xanadu Leisure, Box 10-Q, Honolulu, HI 96816; \$7.95 includes air-mail postage)

This intriguing baseball simulation will appeal strongly to players who like the psychological challenge of outguessing the opponent. Two players alternately assume the roles of "pitcher" and "team at bat," and are dealt six cards each from a special deck (one queen of each suit; two each of ace through six in each suit; and two blank cards). The top card of the deck is turned over to randomly establish a ball-strike count for the first "batter." The pitcher plays a card from his hand face down; the batter then plays one of his own cards, and also decides whether to "swing" or "take." The result—ball, strike, or some type of hit or out—is determined by comparing the suits and numbers of the cards played and consulting the appropriate table.

In designing the game, Prince Joli Kansil borrowed his own successful system from Marrakesh (see *GAMES*, May/June 1980). Suits are ranked (from highest to lowest) spades, hearts, diamonds, clubs; except that clubs outrank spades. The pitcher wants to play a higher ranking suit than the batter, unless he thinks the batter will take the pitch. The batter, when swinging, generally hopes to match the suit played by the pitcher. Also, certain cards tend to favor the pitcher, others help the batter, and blanks have unusual and unpredictable effects, from pick-offs to inside-the-park home runs.

The game comes with scorepads, a miniature baseball diamond, and tokens for keeping track of base runners, the count on the batter, and the number of outs.

—R. W. S.



nus overcomes obstacles, suffers, and finally beats the champ and wins fame, fortune, and happiness. But Tevis has given it the interesting new twist of making his chess genius a little girl—Rocky in a pink dress and pigtails.

Beth Harmon, orphaned at eight, is placed in an orphanage where she is fed tranquilizers openly by the administrators and taught chess secretly by the janitor. By the time she's adopted, at age 13, she's addicted to both. The rest of the story concerns her struggle to prove herself in chess while alternately fighting and yielding to her craving for drugs.

Tevis doesn't belabor the point that his protagonist is female. But anyone who believes that chess is much more than a game, as Tevis clearly does, will have a field day plotting a psychological profile of Beth Harmon.

—B. H.

Empire Builder (available from Mayfair Games, Box 5987, Chicago, IL 60680; \$20 plus \$1 postage)

The rules for Empire Builder are brief and simple, but they create a game of railroad growth and operations that is surprisingly rich in opportunities for meaningful decision-making.

The board shows the United States and southern Canada, with 51 cities of different sizes marked. Many of these are pictorially identified as sources of various commodities. No railroad lines are shown initially; but as players "build" them, the lines are drawn with colored crayons between equally spaced "mileposts" on the erasable, plastic-coated board.

Each of the two to six players makes plans in accordance with three "demand cards" that are face up in front of him. This is no easy task. Every card lists three different cities, each needing a different commodity and paying a different price for delivery. On his turn, a player moves his metal engine up to a fixed number of mileposts, sometimes picking up and/or delivering commodities along the way. After each delivery, a new demand card is drawn. Having moved, a player may invest in building new lines or in upgrading his train so that it can travel faster or haul a greater load. Mixed among the demand cards are "event cards," which cause strikes or natural disasters that affect players whose trains are in specified locations.

The game ends when one player has amassed \$250 million. This may take anywhere from 90 minutes to four hours, depending on the number of players. Some optional rules are included, each introducing a significant play variation worthy of experimentation by experienced players. —S. S.

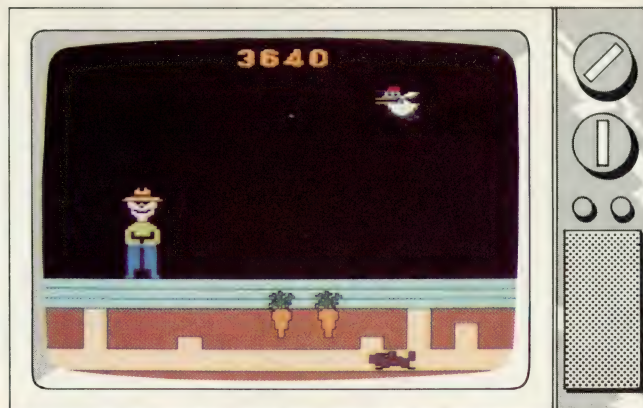


ETCETERA

The Crazy Turtle Game

(Price/Stern/Sloan, \$2.95) consists of nine pieces showing variously colored turtle halves. The goal is to arrange

the pieces into a 3x3 square, without creating any two-toned or two-headed beasts. Also available are Crazy Dogs, Planes, and Witches.



Gopher (U. S. Games, for the Atari VCS; around \$30)

Whatever your opinion of gophers is now, after you've played this game awhile you'll hate their carrot-pickin' guts.

Here you are, a happy farmer with three measly carrots and a shovel, and this little rodent (he's cute, really, till you get to know him) keeps tunneling back and forth underground, digging holes to the surface so he can grab your carrots. You can slow him down (and earn points) by filling the holes as he digs them, but if you try to fill a hole too far to one side, the little varmint can steal a carrot from the other side. You see, he can run off one side of the screen and reappear immediately on the other; you can't. Bonking the gopher with your shovel (action button) while he's on the surface gives you extra points and a nice feeling of satisfaction, but he returns, of course, hungrier and cleverer than before.

Then there's that silly duck that flies by every once in a while and drops—what else?—a carrot seed. By catching and planting the seed (if you're not too busy filling holes and bonking the gopher), you get a new carrot—but only if you have fewer than three.

There are four variations, two each in the one-player and two-player versions. Variation 3 (4 in the two-player version) has no duck, no seeds, no extra carrots. We prefer the duck; having to decide, with no time for thought, whether to fill a hole, catch a seed, stay in position to ambush the gopher, or try to do all three, is excruciating fun. Take our advice: When you're down to your last carrot, go for the gopher.

—B. H.



Inversion (Games and Toys International, \$8) is a cube made up of smaller cubes that slide rather than rotate. The thing is all red when you buy it, but starts to turn blue as pieces are rearranged to expose inner faces. Turning it all blue is supposed to be possible—but we had to resort to a paintbrush.

Nerf Boomerang (Parker Brothers, \$4.50), when thrown properly, will go straight for about 25 yards, break left, and curve back to you in a sweeping circle. Soft and lightweight, it shouldn't break any windows; but if you don't allow enough space, it will probably end up on your neighbor's roof.

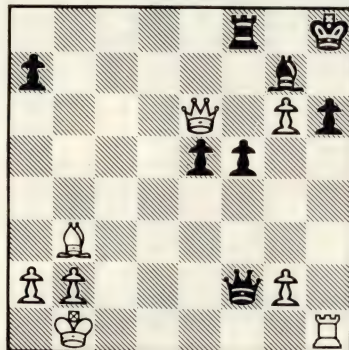


Chess

by Larry Evans

Problem 1 ★★

Black

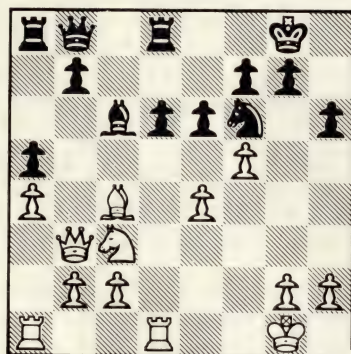


White

White to play and win.

Problem 2 ★★

Black

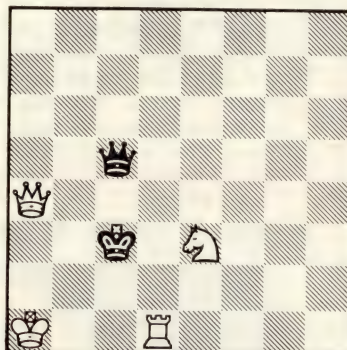


White

Black to play and win.

Problem 3 ★★★

Black



White

White mates in two moves.

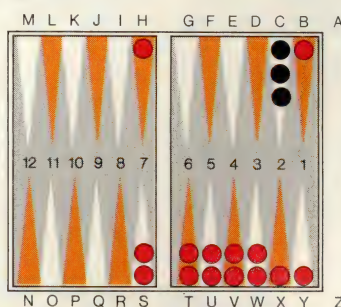
Answer Drawer, page 76

Grandmaster Evans, a four-time national champion and member of eight U.S. Olympic teams, is a noted author and chess columnist. He was Bobby Fischer's tutor for the 1972 title match.

Backgammon

by Prince Joli Kansil

Tim Holland, who won three backgammon world championships before retiring from match competition, is noted for his imaginative style. As Red in a chouette some years ago against Stan Herman (one of California's top players) and Hugh Hefner (the publisher of *Playboy*), Holland was in the precarious position shown in the diagram when he threw 6-5. He had only two options: leave his man on the 1-point (B), risking a backgammon, or exit that man from Red's inner board, conceding a sure gammon.



Holland elected to play the riskier HS, setting up a sequence of plays Herman

later dubbed "The Coup Classique."

Herman's side now threw 3-1 and was forced to leave blots on C and B. Holland then rolled 4-2, hitting the blot on C; and when Black reentered at Y two moves later, hitting the blot there, Herman's side was still confident of victory. Now, however, Holland threw a 1, hitting the blot on B as he entered his man, and suddenly Black had two men trapped behind Red's prime. Red ended up winning this exciting game.

Holland's decision in the diagrammed position was entirely reasonable. Black will leave a double shot if he throws a single 1 (a 28 percent chance), and at least a single shot with any roll except doubles. Holland saw that his play would give him a good chance to avoid a gammon, and the probability that he would be backgammoned was less than one in five.

PROBLEMS ★★

1. In the diagram, Black rolls 3-1 and leaves two blots. Red now rolls 6-2. How should he play it?

2. Red will be backgammoned if Black throws doubles (although not for sure if the throw is double 1), and also in one other way. What is it?

Answer Drawer, page 69

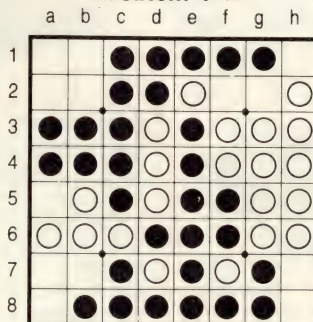
Prince Joli Kansil is the inventor of *Bridgette*, *Marakesh*, *Itinerary*, and *Grand Slam Baseball*.

Othello

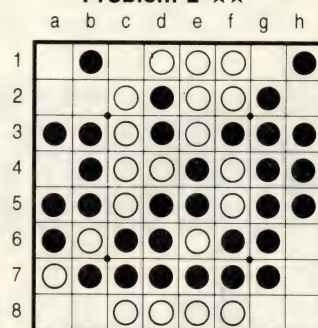
by David Shaman

Usually it is advantageous to occupy a corner square in Othello, since a disk placed there can never be flipped. In the endgame, however, corners lose much of their value. The following three problems are all positions taken from the 1982 United States Championship. In each case it's White's turn to move, and a corner play is one of his options; but in each case there is a better choice. Can you find it?

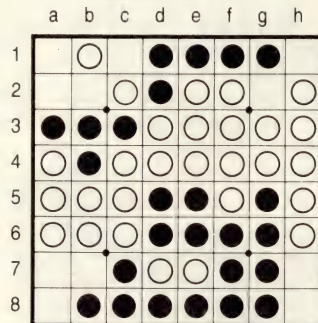
Problem 1 ★



Problem 2 ★★



Problem 3 ★★★



Answer Drawer, page 76

David Shaman was only 16 when he won the 1982 U.S. Championship. He went on to finish second in last year's world championship.

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CONTEST RESULTS

MODEL BEHAVIOR

From December

Envision, if you can, a Big Mac with a crumpled green paper napkin as lettuce, rubber bands as onion rings, and red pipe cleaners forming swirls of ketchup, all atop a toy wheel burger.

Or envision a clothespin person, perhaps a Don Quixote, prodding a recumbent alien with a watercolor paintbrush, said alien being a fried egg, sunny-side up, with a Ping-Pong ball for a head.

These were among the quirky, inventive entries to our Model Behavior contest, which challenged readers to create models using five to 30 commonly found objects. We were looking for quality, not quantity, and that's exactly what we got: Only 108 persons entered, but among them they produced some amusingly weird visions.

A good many had their heads in the clouds, designing model spaceships or other star craft. Robots were also popular, including a Mr. and Mrs. Robot, the latter being pregnant. Others opted for more homey themes: farmhouses, locomotives, even a replica of Grant Wood's *American Gothic*.

The most ingenious entry, in the opinion of our judges, was Al Goulder's "Tortilla Flats"—a very merry Mexican restaurant-nightclub, with a bull's head, made of cork with drinking-straw horns, adorning a wall. Mr. Goulder, of Pepper Pike, Ohio, raided the kitchen to create his scene, using a broom as a thatch background, paper muffin cups as tablecloths, and translucent pushpins as glasses (full, no doubt, of margaritas). The plaid floor covering, upon close examination, is a block of stamps, and the customers and band are—what else?—

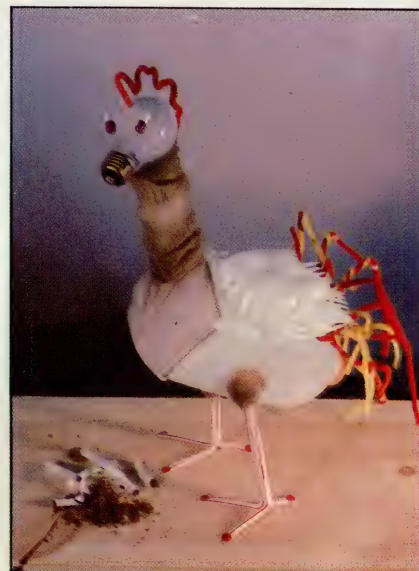


Olé! to Al Goulder, whose grand-prize-winning "Tortilla Flats" is seen above. At right, runner-up Kevin Kent's milk-jug rooster.

coffee beans. Every hombre is wearing a dashing bottlecap sombrero.

For his nacho-flavored effort, Mr. Gould wins the grand prize of a Sony 19-inch color television.

The five runners-up, who will receive GAMES T-shirts, are: Kevin Kent, Tallahassee, FL, for his milk-jug rooster; Andrea Tucci, Ridgefield, CT, who created Mr. and Mrs. Robot; Carol Lorthioir, Hazleton, PA, for her Main Street, USA, scene complete with church, factory, and grocery store; John Augustine, Hyattsville, MD, for his locomotive; and Eduardo Garcia, Elizabeth, NJ, for his interstellar fuel transporter, the *USS Celestra*. —M.E.S.



HIDDEN CONTEST

From January

To the keen-eyed readers who found January's Hidden Contest, the numbers marching around the border of "How to Be a Math Genius" (pages 48-49) were not solely decorative. When each was replaced with its corresponding letter of the alphabet, the message they encoded read as follows: YOU FOUND THE HIDDEN CONTEST SEND US A MATCHBOOK COVER REMOVE MATCHES AND WRITE NAME AND ADDRESS INSIDE T SHIRT TO TWENTY DRAWN AT RANDOM 2 10.

Of the 2,081 entries, some thought they had found the Hidden Contest within the "Happy 1983!" Word Search (page 28). Others found the contest but

had to be disqualified for sending matchbooks without writing their names inside. (We never promised you telepathy.) But most of you struck it right, convincing us with your entries that the simple matchbook is a neglected American art form. Two of our favorites are pictured here.



So, 3 15 14 7 18 1 20 21 12 1 20 9 15 14 19 to the 20 T-shirt winners, whose names were drawn at random. They are: Todd Belton, Baton Rouge, LA; Corey Berman, Evanston, IL; Steven Brett, Brooklyn, NY; Scott Carter, San Jose, CA; Lawrence Corwin, Endwell, NY; Pete Giovagnoli, Kansas City, MO; Dennis Hall, Fairport, NY; Joe Hurd III, Wellesley, MA; M. Jasiewicz, Mishawaka, IN; James Ku, Lawrenceville, NJ; Donald R. Matthews, Waurika, OK; George J. Matus, Utica, MI; David Oberman, Scottsdale, AZ; Alan W. Petersen, Palatine, IL; Stephen Schwarz, Severna Park, MD; Monte Tudor, Pleasanton, CA; Marian Viles, Altoona, FL; Mary Ann Wetzel, Franklin, OH; Brian Wilms, Schiller Park, IL; and Beth Zimmerly, Chicago, IL. —S.C.

GAMES CONTEST ★

Grand Prize
Your cleriheh rendered in
calligraphy on parchment

5 Runner-Up Prizes
A GAMES T-shirt

LETTER LINEUPS

From December

The challenge to word buffs was to connect the letters of two vertically placed seven-letter words by linking them horizontally with five-letter words. In the resulting 5×7 grid, points were scored when any of the inner three vertical columns contained the same letter more than once. Each pair of identical letters in a column scored 3 points; each three-of-a-kind 8 points; four-of-a-kind 15 points; five-of-a-kind 24 points; six-of-a-kind 35 points; and all seven letters alike, 48 points. Each of the seven-letter words had to be composed of seven different letters.

Some 40 of the thousand entries we received tied with a high score of 131. As provided in the rules, ties were broken by alphabetical priority of the seven-letter words and, where ties still remained, by random draw.

The secret for achieving high scores, it turned out, was to use the letter sequence ATE as often as possible. The winner, Shirley Wolf, of Rockville, Maryland, used it in six of her seven five-letter words. She will receive the grand prize—her grid spelled out in Kron chocolate letters.

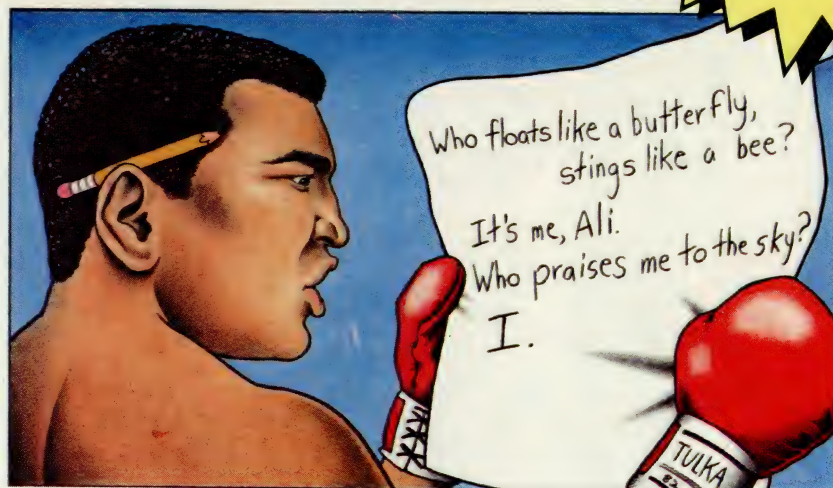
Runner-up prizes of a GAMES T-shirt go to: Kyle Corbin, of Raleigh, NC (whose grid was identical to the winner's); Michael Wolfberg, of Concord, MA (who used ATE six times between BEDPOST and ARDENTS); and Matt Dickey, of San Diego, CA; Margaret Rigby, of Staten Island, NY; and Tommye Sauer, of Cornwall-on-Hudson, NY (who each used ATE six times between MOBSTER and ENAMORS). —R.W.S.

The winning entry

B	A	T	E	A
R	A	T	E	L
O	A	T	E	D
W	A	T	E	R
M	A	T	A	I
E	A	T	E	N
N	A	T	E	S

48 48 35

Total score: 131



DO YOU CLERIHEW?

At last! A poetry contest for people who can't write poetry

A poem doesn't have to be
As lovely as a tree.
Even you
Can make a cleriheh.

A what? A cleriheh is a brief, four-line verse, usually about a famous person, whose name typically supplies the first rhyme. This contribution to the art of doggerel takes its name from its inventor, Edmund Clerihew Bentley, an English writer of detective fiction who created the form more than 70 years ago.

Examine, if you will, the following verses:

Robert De Niro
Is a screen hero.
Only a slob
Would call him Bob.

Plays by Eugene O'Neill
(I feel)
Go on way too long.
Am I wrong?

Notice the irreverent tone. Playful impudence is a very important ingredient in cleriheh.

Now cast your eyes on the next set of verses and notice particularly the meter, or rhythm, of each line:

How does President Polk
Rate as folk-
Hero?
Zero.

Eva Marie Saint
Ain't
As famous as Liz.
But then who is?

Henry James
Did not chase dames.
Most readers would be glad
If he had.

Confused? That's because, in general, meter doesn't matter. All that matters is that the first line rhymes with the second, and the third with the fourth.

Now to the important question of subject matter. The person you choose to cleriheh can be drawn from the ranks of the great, the near-great, or the merely famous. *Anyone* can be immortalized in a cleriheh. Even Howard Johnson.

Since the beginning of dawn, son
Howard Johnson
Did mankind favors
By inventing new flavors.

There. Now you know all there is to know about cleriheh. Our thanks to Louis Phillips, a modern master of the genre, for the examples printed here.

How to Enter Send as many entries as you wish, making sure that each entry is on a separate sheet of paper, along with your name and address. Cleverness is the quality our judges will be looking for, and the decision of the judges, as always, is final.—S.A.S.

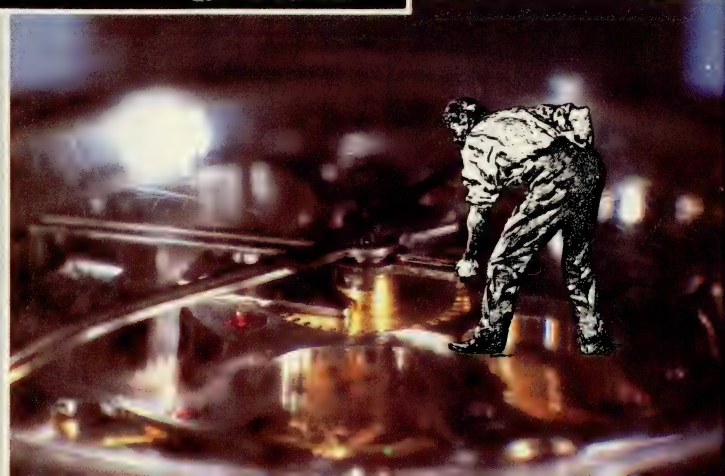
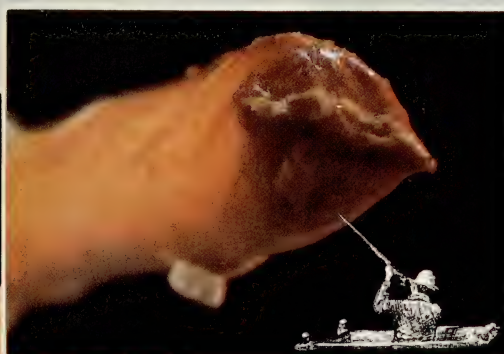
Mail entries to: Do You Clerihew?, GAMES Magazine, 515 Madison Ave., New York, NY 10022. Entries must be received by June 1, 1983.

ILLUSTRATION BY RICK TULKA

What are these objects?

The little folks cavorting here are actually engravings superimposed on photos of common objects. Can you identify the six items pictured?

Answer Drawer, page 76



RIVER RAID

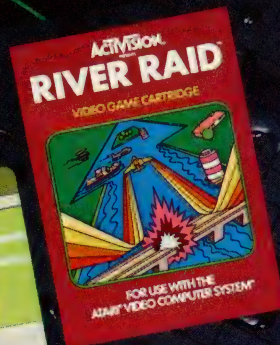
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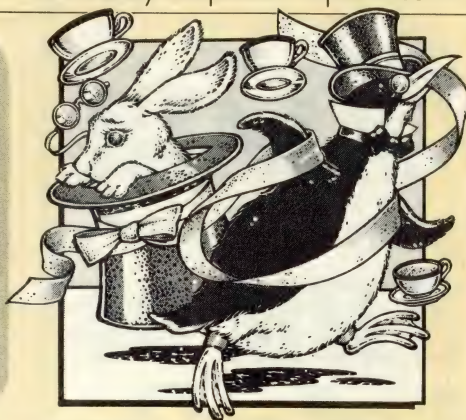
Edited by Stephanie Spadaccini

LIST DEPT.

Singular Sensations

Plenty of movies have one-word titles, such as *Bambi*, *Arthur*, or *Annie*. But how many one-word movie titles can you think of in five minutes that *aren't* the names of characters?

—Louis Phillips
Answer Drawer, page 72



NO KIDDING

Big Name Hunt

Excluding the Answer Drawer and this page, on what *one* page of this month's GAMES can these names be found?

Pope Paul Don Adams
Mike Todd Ann Miller
Carolyn Jones Pete Rose
—Jerry Weinberg

Answer Drawer, page 72

FOR THE RECORD

Pangrammit II

In "Pangrammit!" (Wild Cards, December 1982) we presented a group of pangrams (sentences containing all the letters of the alphabet) and challenged our readers to send us their best efforts, using a maximum of 40 letters. Here are the five that we liked best.

• Amazingly few discotheques provide jukeboxes.

—Kyle Corbin, Raleigh, NC

• A quick left jab drove my ex crazy with pangs.

—Lynne Kanner, Flushing, NY

• Crazy kid quit job to help fix woman's glove.

—Nancy Wiser, Alexandria, VA

• Six of my tranquilized pigs have bad lockjaw.

—Edward Dermon,
Roslyn Heights, NY

• Quiz show vexed by lack of rating jump.

—John Meader,
Clarendon Hills, IL

TEASERS

Frankly, My Dear

Chairman of the Board Sinatra seems to have a song for every occasion. Which of his trademark songs would he sing:

1. To a dermatologist
2. To a sadist
3. To NASA
4. To a poltergeist
5. After a big disappointment
6. At the circus
7. To a mule
8. To a female hobo
9. About Nancy, Ava, Mia, and Barbara
10. On the Staten Island ferry

—G.R.

Answer Drawer, page 72

HALL OF FAME

Extra-ordinary People

Not every Tom, Dick, and Harry is an ordinary guy. Can you recognize the well-known fellows mentioned here?

Which Tom, Dick, or Harry...

1. once wed Liz?
2. composed a churchyard elegy?
3. is a famous calypso singer?
4. discovered the North Pole?
5. said "The buck stops here"?
6. resigned?
7. was a famous tea man?
8. wrote *The Right Stuff*?
9. spent a lot of time in chains?
10. played the trumpet and led a band?
11. was a late-night TV host?
12. mimics other well-known Toms, Dicks, and Harrys?

—O. J. Robertson

Answer Drawer, page 72

WORDPLAY

Double Trouble

From AA to ZZ (though in no particular order), we've plucked a pair of matching letters from each word on this list and left the remaining letters in their original order. THRIFTY, for instance, would appear as HRIFY. Can you restore the appropriate pair of letters to each word?

- | | |
|-------------|----------------|
| 1. EDIU | 14. MOT |
| 2. SUUR | 15. SEAT |
| 3. REGE | 16. YNI |
| 4. ERO | 17. UINUENNIAL |
| 5. RSSERE | 18. GIN |
| 6. BOBO | 19. AMER |
| 7. NCT | 20. SILE |
| 8. OWIFE | 21. OREIT |
| 9. ELET | 22. REARIOUS |
| 10. EUNE | 23. BE |
| 11. AYA | 24. MAKE |
| 12. ATCHORD | 25. ENIBLE |
| 13. CONES | 26. EARL |

—Susan Zivich

Answer Drawer, page 72



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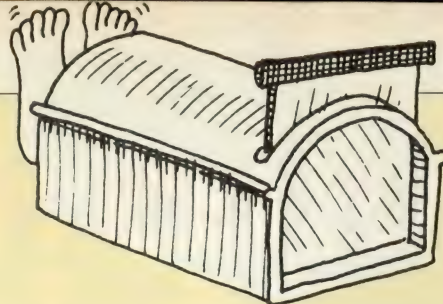
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LIST DEPT.

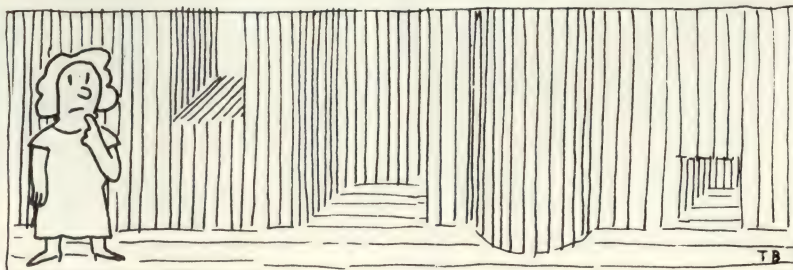
The Missing Link

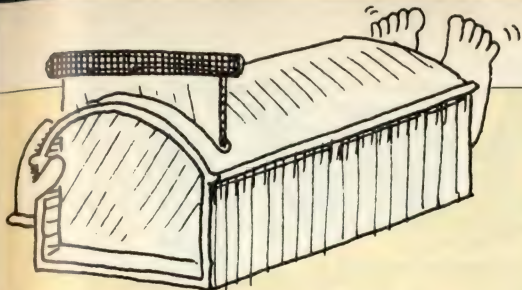
Each list below is incomplete. Decide what the items in each grouping have in common and add the one missing name or word necessary to

complete the list. For example, if the list included Mark, Luke, and Matthew, the correct answer would be John—the writers of the Gospels.

- | | | |
|--|--|--|
| 1. Reading
Short Line
Pennsylvania
<i>360</i> | 6. Annette
Cecile
Emilie
Yvonne | 12. Porthos
Aramis
<i>D'Artagnan</i> |
| 2. Peggy
Janet
Diane | 7. Genesis
Exodus
Numbers
Deuteronomy | 13. <i>Dubliners</i>
<i>A Portrait of the Artist as a Young Man</i>
<i>Ulysses</i>
<i>Finnegan's Wake</i> |
| 3. Bobbie
Annette
Cheryl
Karen
Sharon
Darlene
Tommy
Doreen
<i>Sing</i> | 8. Famine
War (Conquest)
Death | 14. <i>Woman of the Year</i>
<i>Keeper of the Flame</i>
<i>Without Love</i>
<i>The Sea of Grass</i>
<i>State of the Union</i>
<i>Adam's Rib</i>
<i>Pat and Mike</i>
<i>The Desk Set</i>
<i>Gross</i> |
| 4. Singapore
Hong Kong
Bali
Utopia
Rio
Morocco | 9. George Harrison
John Lennon
Paul McCartney
Pete Best
Ringo Starr | 15. Frank Sturgis
Virgilio Gonzalez
Eugenio Martinez
Bernard Barker
G. Gordon Liddy
James McCord |
| 5. Pride
Wrath
Lust
Avarice
Sloth
Gluttony | 10. Brains
Heart
Kansas
<i>Courage</i> | 16. Anne
Anne
Catherine
Catherine
Catherine |
| | 11. Infant
Lover
Soldier
Justice
Pantaloons (retirement)
Second Childhood | |

—Linda Skeer's
Answer Drawer, page 72





FOR THE RECORD

Animal Act

We've assembled a three-ring circus of fascinating facts about exotic creatures, and to discover them, we invite you to step right up and answer these questions:

1. Why does a koala smell like a cough drop?
2. How many different kinds of animals (other than man) can you teach to stand on their heads?
3. Do bats have thumbs?
4. Which animal walks on the tips of its teeth?
5. How and why do you give an elephant a haircut?
6. What dog has a blue-black tongue?
7. Does a robin walk or hop?
8. What mammal—besides some bats—has adhesive discs on its feet?

—David Amos

Answer Drawer, page 72

WORDPLAY

Ad Nauseam

People who pepper their spoken English with Latin phrases may be taken *cum grano salis*; but some Latin phrases are indeed a part of everyday speech. More often used than understood, the following Latin expressions should sound familiar. But can you translate them?

1. A priori
2. Carpe diem
3. Ecce Homo
4. Magnum opus
5. Quid pro quo
6. Modus operandi
7. Ad hoc
8. Cogito ergo sum
9. Sine qua non
10. Ad infinitum
11. Pro bono
12. In loco parentis

—Myrtle Keely

Answer Drawer, page 72

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NOTICE!!!

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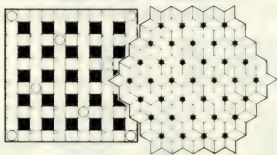
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TWISTS

Pullet Surprise

If books wrote their authors, Mo B. Dick might have penned *Her Men: Mel, Phil*—a volume, no doubt, about a woman torn by her love for a marine biologist and a fishing-boat captain.

To figure out the rest of these whimsical works, read the names aloud. Then match each "title" (1-7) with its correct "author" (a-g). We think you'll agree they're all worthy of a Pullet Surprise.

1. *Lee O'Toole's Toy* A precocious genius almost starts World War III when he builds a nuclear device in his basement.
2. *Tommy's Wolf* A lad befriends a giant hairy predator and alienates his neighbors.
3. *Henry Kibb's Son* The mystery of the missing heir to the fabled Norwegian fortune of the House of Kibb.
4. *Rabbit Pin Worn* The story of a rising young politician who learns about life under the aegis of Hugh Hefner.
5. *Jay DeSalle in Ger.* A mixed-up adolescent travels down the Rhine Riv. and discovers life.
6. *The Odor Is Dry, Sir* Hilarious tale of an immigrant family's struggle to develop a perfume that smells like well-done roast beef.
7. *Robber Loosed: Heaven's Son* An ex-con founds a bizarre cult in the South Pacific with himself as its messianic leader.

- a. T. Catchurina Wrie
- b. Tressor I. Land
- c. Warren Pease
- d. Anna Merrick and Rajah Dee
- e. A. Dahl Sowse
- f. Alec Ingsman
- g. Luke Homer D'Angel

—Norman W. Storer
Answer Drawer, page 72

NUMBER PLAY

Leftovers

What is the smallest number which, when divided by 2, 3, 4, 5, and 6 will give the numbers 1, 2, 3, 4, and 5 as remainders, respectively?

—from *Mathematical Games* (Prentice-Hall, Inc.) © 1982 by Marie Berrondo

Answer Drawer, page 72

LOOK

The Most Magical Square

We all know Ben Franklin as statesman, author, inventor, scientist, philosopher, and chess-player. Less known are his achievements in recreational mathematics. The magic square below is his creation, and it is, as he put it with characteristic immodesty, "perfect in its kind."

52	61	4	13	20	29	36	45
14	3	62	51	46	35	30	19
53	60	5	12	21	28	37	44
11	6	59	54	43	38	27	22
55	58	7	10	23	26	39	42
9	8	57	56	41	40	25	24
50	63	2	15	18	31	34	47
16	1	64	49	48	33	32	17

Each vertical column adds up to 260, as does each horizontal row; and half of each row and each column totals half of 260, or 130. Totaling each row or each column in every 4 × 4 quadrant also yields 130.

But that's only the beginning: In all, we've found 16 interesting properties of this amazing square. Can you find them all?

—B.H.

Answer Drawer, page 72

THE GALLERY

Product and Merchandise Mart

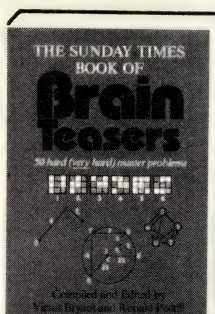
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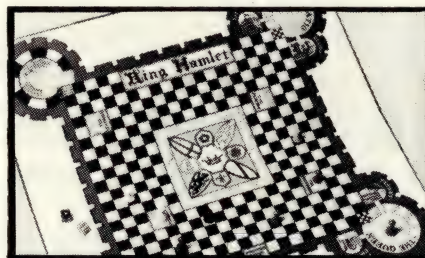
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ANSWER DRAWER

6 Letters

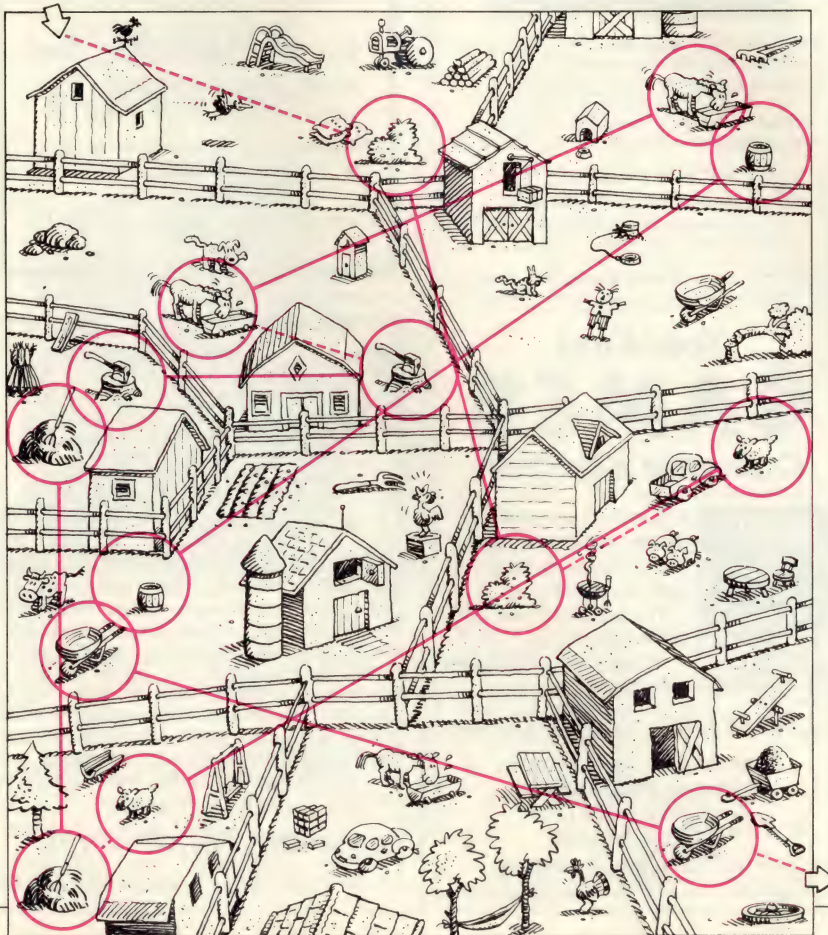
A Det*****d Puzzler

Paul Morgan's words are bEAGLEs and wHIP-POorwill. We were eTERNally grateful, not to mention eBULLient, that this detERMINED puzzler PASSED them along.

36 Dszquphsbnt!

1. CRYPTOON. "Why are we seeing this again? Once you know the policeman is really the murderer in disguise, the whole movie is ruined!"
2. TAKING A CHANCE. Don't call a man an unqualified success; he may infer you think he is successful but unqualified.
3. ENERGY CONSERVATION. On your camping trip, remember this adage: Wood you cut for yourself warms you twice.
4. THRIFT REWARDED. Those rainy days people save all their money for usually occur during their long-awaited vacations.
5. BUSINESS NEWS. Come good times or bad, there will always be a market for things nobody needs.
6. FINE DISTINCTION. When they ask me the difference between ignorance and apathy, I say, "I don't know and I don't care."
7. CHICKEN CENSUS. Avoid mistake of enumerating your poultry too far in advance of first cracks in shell.

42 And On This Farm



31 For Bird "Brains"

- | | |
|---------------------|----------------------|
| 1. Robin Hood | 9. Pigeonhole |
| 2. Cuckoo clock | 10. Dove-tail |
| 3. Crowbar | 11. Partridge Family |
| 4. Duck Soup | 12. Eagle Scout |
| 5. Goose step | 13. Jaywalker |
| 6. Cardinal Virtues | 14. Falcon Crest |
| 7. Turkey-trot | 15. Canary Islands |
| 8. Swan Lake | 16. Hawkeye |

14 Odd One Out

You're right—no matter which item you choose in each set, it doesn't belong in some way: Any four items in every set can be grouped so that the fifth doesn't belong. Can you now go back and find the excluding factor for each item in each set?

Answer Drawer, page 76

45 Scanagrams

1. Sober (bores)
2. Egret (greet)
3. Direst (stride)
4. Master (stream)
5. Elastic (castile)
6. Oriental (relation)
7. Mountaineers (enumerations)

43 Cryptic Warm-Up Puzzle

ACROSS

1. MIST. The answer MIST (defined as "fog") is found within the words "Belgium IS Thick." The word "in" suggests that the answer is hidden within the following phrase.
5. FLATTER. The word FLATTER means in two different senses "more tasteless" and "praise."
6. IMPLORE. The answer IMPLORE ("beg") is a combination of IMP ("devil") and LORE ("stories").
7. MEET. The word MEET ("encounter") is TEEM ("swarm") reversed. The word "returning" suggests that the adjacent word TEEM is to be entered backward.

DOWN

1. MUFFIN. The answer MUFFIN ("baked good") is MUFFING ("bungling") without its final letter. The word "almost" suggests that almost all of the word MUFFING must be entered.
2. SNAPPY. If the word NAP ("to sleep") is written inside SPY ("secret agent"), the result is SNAPPY ("energetic"). The word "has" suggests that SPY has NAP within it.
3. STRODE. The answer STRODE ("walked") is an anagram of TO REDS. The word "mistakenly" indicates that the adjacent letters are to be rearranged.
4. ERNEST. The answer ERNEST ("Hemingway") sounds like EARNEST ("serious"). The phrase "we hear" indicates the homophone.

33 Siamese Twins

S	T	R	A	W	S	A	S	C	A	R	E
P	R	E	S	E	T	N	E	A	R	E	D
R	I	G	H	T	A	N	D	W	R	O	N
E	P	I	S	T	E	R	N	M	O	I	
A	L	O	T	E	W	E	F	A	T	E	
D	E	N	I	R	O	S	R	I	S	E	R
			R	I	F	F	L	E	D		
D	A	R	E	D		L	I	B	E	R	A
I	N	E	S		L	A	S		L	O	P
A	G	O		O	U	S	T	S		B	O
T	O	P	O	F	T	H	E	W	O	R	L
O	R	E	L	S	E		N	I	C	O	L
M	A	N	E	T	S		S	T	A	Y	O

C	A	S	H	E	D	A	S	H	A	R	E
O	T	O	O	L	E	S	E	I	Z	E	S
L	E	F	T	I	N	T	H	E	D	A	R
O	A	T		S	O	R	E	S		L	E
U	S	E	D		T	A	N		B	E	A
R	E	N	E	G	E	D		P	R	A	D
				M	A	D	E	W	A	Y	
P	E	C	O	S		M	I	R	A	G	E
U	L	A	N		F	A	N		N	I	N
S	A	T		W	A	R	D	S		F	R
H	I	T	R	O	C	K	B	O	T	T	O
U	N	L	I	K	E		A	M	O	E	B
P	E	E	P	E	D		G	A	R	D	E

50 Hollywood Makes History

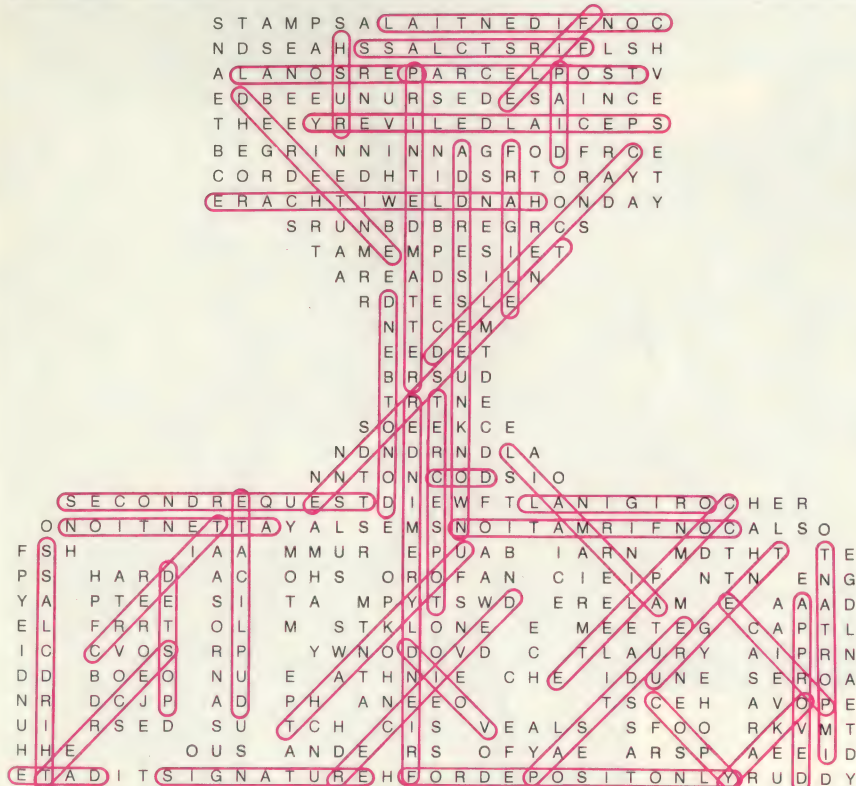
1. G. Charlton Heston as Michelangelo, *The Agony and the Ecstasy*
2. C. Jane Fonda as Lillian Hellman, *Julia*
3. E. William Bendix as Babe Ruth, *The Babe Ruth Story*
4. B. Barbra Streisand as Fanny Brice, *Funny Girl*
5. A. James Cagney as George M. Cohan, *Yankee Doodle Dandy*
6. J. Diana Ross as Billie Holiday, *Lady Sings the Blues*
7. D. Faye Dunaway as Joan Crawford, *Mommie Dearest*
8. F. Marlene Dietrich as Catherine the Great of Russia, *The Scarlet Empress*
9. H. Diane Keaton and Warren Beatty as Louise Bryant and John Reed, *Reds*
10. I. George C. Scott as Gen. George S. Patton, *Patton*

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56 Backgammon

1. Red should play either AC' HN (the apostrophe indicates a hit) or AC' I. But he must not play SY—his only hope is that Black will hit the man on Y and give Red a chance to hit Black's other blot (on B) when he comes off the bar.
2. If Black does not throw a 1 on either die, he will still backgammon Red if Red throws 3-2.

30 Stamp of Approval



4 Your Move

The End

1. (l); 2. (c); 3. (j); 4. (o); 5. (k); 6. (i); 7. (a); 8. (n); 9. (e); 10. (g); 11. (b); 12. (f); 13. (d); 14. (m); 15. (h)

Surveyance

Twenty readers liked only news, 22 liked only features, 12 liked only instruction, and 14 liked none of them.

In a Word

4-letter words: emus, eons, hemp, hems, hens, hoes, home, hone, hope, hops, hose, hues, hump, hums, menu, mesh, mope, mops, muse, mush, nope, nose, omen, ones, onus, open, opus, pens, peon, poem, pome, pose, posh, puns, push, shoe, shop, shun, some, soup, spun, sump, umps, upon

5-letter words: homes, hones, hopes, house, humps, menus, meson, mopes, mouse, omens, opens, peons, phone, poems, pomes, shone, spume

6-letter words: phones, unmesh

Some less common words are: mons, phon, sone, soph, spue, umph, ouphe, pheon, and speos, all of which can be found in an unabridged dictionary.

Chemical Reactions

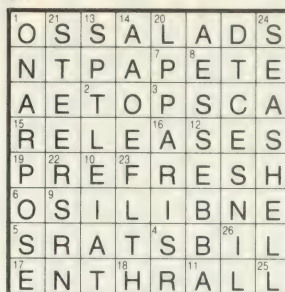
1. acetic acid: vinegar; 2. calcium carbonate: chalk; 3. nitrous oxide: laughing gas (an analgesic); 4. magnesium silicate: talcum powder; 5. ascorbic acid: vitamin C; 6. acetylsalicylic acid: aspirin; 7. magnesium sulfate: Epsom salt

34 Cut and Shuffled

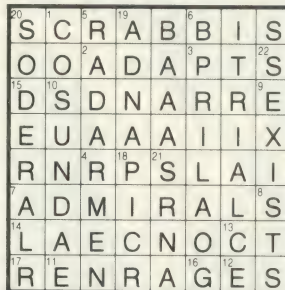
- | | | | |
|------|-------|-------|-------|
| 1. k | 6. s | 11. t | 16. a |
| 2. m | 7. n | 12. r | 17. j |
| 3. h | 8. e | 13. i | 18. p |
| 4. l | 9. o | 14. f | 19. c |
| 5. q | 10. d | 15. g | 20. b |

29 Helter-Skelter

#1



#2



Cover Hint

The models in the left-hand column are listed in descending order of scale, from the life-size bonsai tree to the 1/160th actual size gasoline truck. That should be a big help in matching each one to its same-size counterpart in the right-hand column.

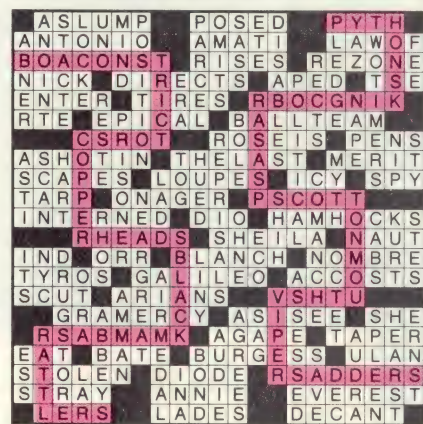
Answer Drawer, page 76

44 Double Cross

- | | |
|------------------|----------------|
| A. CHALLENGE | L. SHUFFLING |
| B. LINCHPIN | M. DETENTE |
| C. EGGS BENEDICT | N. INCOHERENT |
| D. VIEWPOINT | O. ANTIPTATHY |
| E. IMPREGNABLE | P. CHATTERER |
| F. STULTIFY | Q. REPENT |
| G. TOMORROW | R. INTERROGATE |
| H. RAN OFF | S. THEFT |
| I. APPALACHIA | T. IGNOMINIOUS |
| J. UNDERTAKING | U. CHOWHOUND |
| K. SKATEBOARD | V. SCARCE |

I can't help thinking that science would be more appealing if it had no practical use. In what we call progress, ninety per cent of our efforts go into finding a cure for the harms linked to the advantage brought by the remaining ten per cent.—C(laude) Levi-Strauss, *Diacritics*

41 Winding Down



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1. To enter, complete an Official Entry Blank or handprint your name, address, zip code and telephone number on a plain 3" x 5" piece of paper and mail to KOOL "146 M.P.H. Sound System" Sweepstakes, P.O. Box 3550, Libertyville, IL 60048. Winning entries must contain the correctly completed line "There's only one way to play it..." found on any KOOL ad or product display; using the official entry blank or the alternative entry form. NO PURCHASE NECESSARY.
2. Enter often, but each entry must be mailed separately. Entries must be postmarked by September 30, 1983, and received by October 15, 1983. No postcards, metered mail or mechanically reproduced entries will be eligible to win.
3. Winners will be determined by a random drawing by H. Olsen & Company, an independent judging organization whose decisions are final. The odds of winning will be determined by the total number of your entries and
4. the total number of entries received. Winners will be notified by mail. To obtain a list of winners, send a stamped, self-addressed envelope to KOOL Winner List, P.O. Box CC, Libertyville, IL 60048, between December 1, 1983 and December 31, 1983.
5. All prizes will be awarded. All prize winners must claim their prizes on or before November 30, 1983. No cash or any other substitution for prizes as offered will be allowed.
6. Only one prize per family. Prizes are not transferable prior to award. LIABILITY FOR TAXES IS THE SOLE RESPONSIBILITY OF THE WINNERS.
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There's only one way to play it.





WILD CARD ANSWERS

Singular Sensations

Here are the "ones" we came up with. Your list may differ:

1. *Poltergeist*; 2. *Taps*; 3. *Firefox*; 4. *Cabaret*; 5. *Venom*; 6. *Help!*; 7. *Lifeboat*; 8. *Topaz*; 9. *Missing*; 10. *Woodstock*; 11. *Airplane*; 12. *Airport*; 13. *Earthquake*; 14. *If*; 15. *Faces*; 16. *10*; 17. *Breakout*; 18. *Marooned*; 19. *Oklahoma!*; 20. *Excalibur*.

Frankly, My Dear

1. "I've Got You Under My Skin"
2. "Try a Little Tenderness"
3. "Fly Me to the Moon"
4. "I Don't Stand a Ghost of a Chance With You"
5. "That's Life"
6. "Send in the Clowns"
7. "I Get a Kick Out of You"
8. "The Lady Is a Tramp"
9. "Love and Marriage"
10. "New York, New York"

Extra-ordinary People

1. Richard Burton
2. Thomas Gray
3. Harry Belafonte
4. Richard E. Byrd
5. Harry S. Truman
6. Richard M. Nixon
7. Sir Thomas Lipton
8. Tom Wolfe
9. Harry Houdini
10. Harry James
11. Tom Snyder or Dick Cavett
12. Rich Little

Big Name Hunt

The names are all composites of names found on the masthead of *GAMES* (page 4). They are: (David) Pope/Paul (J. Roberts) Mike (Shenk)/Todd (Betterley) Carolyn (Robinson)/(Tom) Jones Don (Wright)/(Jamie) Adams (Meg) Ann (Moorhead)/(Marvin) Miller Pete (Johnson)/Rose (Raidt)

Double Trouble

- | | |
|---------------|------------------|
| 1. medium | 14. emote |
| 2. suburb | 15. sheath |
| 3. dredge | 16. cynic |
| 4. Xerox | 17. quinquennial |
| 5. iris | 18. again |
| 6. bonbon | 19. pamper |
| 7. uncut | 20. sizzle |
| 8. lowlife | 21. forfeit |
| 9. velvet | 22. gregarious |
| 10. jejune | 23. oboe |
| 11. kayak | 24. marker |
| 12. watchword | 25. sensible |
| 13. contest | 26. yearly |

The Missing Link

1. B. & O. (Railroads in Monopoly)
2. Kathy (The Lennon Sisters)
3. Cubby (The Original Mousketeers)
4. Zanzibar (Hope/Crosby "Road" pictures)
5. Envy (The Seven Deadly Sins)
6. Marie (The Dionne Quintuplets)
7. Leviticus (The Five Books of Moses)
8. Pestilence or Slaughter (The Four Horsemen of the Apocalypse)
9. Stuart Sutcliffe (The Beatles, from their early days on)
10. Courage (What the Scarecrow, the Tin Man, Dorothy, and the Cowardly Lion wanted from the Wizard of Oz)
11. Schoolboy (Shakespeare's Seven Ages of Man)
12. Athos (The Three Musketeers)
13. *Finnegans Wake* (prose works of James Joyce)
14. *Guess Who's Coming to Dinner* (Tracy/Hepburn movies)
15. E. Howard Hunt (The Watergate Seven)
16. Jane (Seymour—Henry VIII's wives)

Animal Act

1. Because it eats eucalyptus leaves, the oil of which is an ingredient of cough drops.
2. The elephant can be taught to stand on its head.
3. Yes, an advantage over birds, because thumbs are useful for grasping and climbing.
4. The sea urchin walks on the tips of its teeth.
5. With a blowtorch, so its stiff bristles won't scratch circus performers.
6. A Chow Chow has a blue-black tongue.
7. A robin does both (unusual among birds).
8. The porcupine has adhesive discs on its feet.

Ad Nauseam

1. From cause to effect (by deductive reasoning); also, presumptive, without analysis
2. Seize the day; i.e., make the most of today
3. Behold the Man; originally a representation of Christ crowned with thorns
4. A great work, one's chief work
5. Something for something; i.e., compensation, a favor for a favor
6. Manner of working, method of operating
7. For this; describing a body elected or appointed especially for a specific purpose
8. I think, therefore I am: Descartes' proof of physical existence
9. A necessity; literally, "without which not"
10. Eternally, to infinity
11. For the good, for the benefit of society
12. In the place of a parent

Pullet Surprise

1. (c) Leo Tolstoy (*War and Peace*)
2. (g) Thomas Wolfe (*Look Homeward Angel*)
3. (e) Henrik Ibsen (*A Doll's House*)
4. (f) Robert Penn Warren (*All the King's Men*)
5. (a) J.D. Salinger (*The Catcher in the Rye*)
6. (d) Theodore Dreiser (*An American Tragedy*)
7. (b) Robert Louis Stevenson (*Treasure Island*)

By the way, Pullet Surprise = Pulitzer Prize.

Leftovers

Let n = the unknown number. Since n divided by 2 leaves a remainder of 1, $n+1$ must be divisible by 2. Since n divided by 3 leaves a remainder of 2, $n+1$ must be divisible by 3. Similarly, $n+1$ must be divisible by 4, 5, and 6. The smallest common multiple of 1, 2, 3, 4, 5, and 6 is 60. So $n+1 = 60$, and $n = 59$.

The Most Magical Square

Here are the 16 properties we've found in Franklin's square. The following all total 260:

1. each 8-box vertical column
2. each 8-box horizontal row
3. all 2×4 parallelograms (e.g. 8-41-18-63, or 5-57-56-12)
4. the four corners plus the four center boxes
5. each 4-box diagonal in any direction from any edge plus its "mirror" (e.g. 50-54 plus 43-47, or 64-26 plus 38-4, or 36-54 plus 10-32)
6. any four pairs of boxes equidistant from the center (e.g. 31-40 plus 2-57 plus 5-62 plus 37-30; or 31-25 plus 37-35 plus 62-60 plus 8-2)
7. the four 2-box corner diagonals (14-61, 36-19, 50-1, 32-47)
8. the two 3-box diagonal corners in the upper half (53-3-4 and 29-30-44) plus their two corner boxes (52 and 45); also the corresponding corners in the lower half
9. the eight corner boxes of any two quadrants

And the following all total 130:

10. each 4-box vertical column from the top or bottom
 11. each 4-box horizontal row from either side
 12. the four corner boxes
 13. the four center boxes
 14. any four single boxes diametrically equidistant from the center
 15. the four corners of each quadrant
 16. any 2×2 square
- Can you find any others?

32 Cross-O

1. STATE: Florida, Oregon, Texas, Hawaii
2. JOINT: Ankle, Elbow, Shoulder, Knuckle
3. MUSICAL: *Annie, Grease, Oklahoma, Cabaret*
4. GODDESS: Diana, Venus, Minerva, Aurora
5. GENERAL: Pershing, Custer, Patton, Grant
6. SPICE: Oregano, Paprika, Ginger, Nutmeg
7. MAGAZINE: *Forbes, Vogue, Glamour, Ebony*
8. SAINT: Bernard, Nicholas, Peter, Louis
9. COLLEGE: Brown, Purdue, Tufts, Stanford

24 Elementary, My Dear Sherlock

Sez Who?

1. Sgt. Joe Friday
2. Nero Wolfe
3. Maxwell Smart
4. Charlie Chan
5. Kojak
6. Inspector Clouseau

On a First-Name Basis

- | | |
|--------------------|-------------------------|
| 1. Tony Baretta | 10. Dan Madigan |
| 2. Frank Cannon | 11. Joe Shannon |
| 3. Thomas Magnum | 12. Amos Burke |
| 4. Joe Mannix | 13. Simon Templar |
| 5. Theo Kojak | 14. Stewart and Sally |
| 6. Sam McCloud | McMillan |
| 7. Jim Rockford | 15. Jonathan and |
| 8. Thomas Banacek | Jennifer Hart |
| 9. Robert Ironside | 16. Frank and Joe Hardy |
17. Neither Quincy nor Columbo seems to have a first name. Odder still, Agent 99 has no name at all until she becomes Mrs. Maxwell Smart.

Sidelines

1. Dick Francis
2. Inspector Maigret
3. Gourmet cooking and growing orchids; Rex Stout

a/k/a

1. (c) E. Howard Hunt
2. Frederic Dannay and Manfred B. Lee were cousins. They also wrote under the name Barnaby Ross.
3. Gore Vidal
4. H.C. McNeile; Bulldog Drummond
5. Louisa May Alcott

What's It All About, Alfie?

Mouthpiece = lawyer
 Fuzz = police
 Caper = crime
 Floater = drowning victim
 Baby-sitter = telephone bug
 Collar = arrest
 Eyeballing = examining
 Yellow sheet = arrest record
 Hook = influential friend
 Finked out = informed the police
 P.I. = private investigator
 Green = money
 Hardware = guns

Pet Solutions

The Harts of *Hart to Hart*; Baretta; Honey West

Hard-Boiled Eggs

1. *The Maltese Falcon*; Dashiell Hammett; Humphrey Bogart
2. Travis McGee so named his Fort Lauderdale-based houseboat because he won it in a poker game.
3. Los Angeles
4. Sid Halley has an electronic hand, replacing one that was injured in a racing fall.
5. The accused writer Mike Shane helped was Brett Halliday, author of the Mike Shane books.
6. Mike Hammer; Mickey Spillane

Dead Giveaways

Clockwise, from left, falcon statue, which did not hide a fortune in gold and jewels, *The Maltese Fal-*

22 Best Little Warehouse

Chauncy and Blackie are in the yellow room.
 Bud and Blondie are in the purple room.
 Slash and Baldy are in the red room.
 Buck and Rosie are in the blue room.
 Jock and Brownie are in the green room.

Credits: Blue pants: Canal Jean Co., Inc.; motorcycle jacket, studded cuff, studded belt: The Pit; red top and skirt: Norma Kamali; formal wear: After Six; football uniform: the Dallas Cowboys.

con; postage stamp, which, with two others, did hide a fortune in philatelic cash, *Charade*; Indian statuettes, each representing a victim who was done in on schedule, *Ten Little Indians*; horse painting by Sir Alfred Munnings, which was the subject of a forged sporting painting, *In the Frame*; leather hatbox, which may or may not have contained a severed head, *Night Must Fall*.

Sidekicks

1. (e) Hoppy, The Saint's houseboy
2. (f) Della Street
3. (g) Captain Hastings (in the early Poirot books)
4. (b) Archie Goodwin
5. (c) Br'er Fox or Foxkin (Inspector Fox of Scotland Yard)
6. (h) Magersfontein Lugg, a reformed cat burglar
7. (i) Bunter, the quintessential "gentleman's gentleman"
8. (a) Jolly, valet to "The Toff," the Hon. Richard Rollinson
9. (d) The estimable Dr. John Watson

Telitales

On the desk, from left, yarmulke, Rabbi Small; tea set and knitting, Jane Marple or Maud Silver; Tootsie Roll Pop, Kojak; LAPD badge #714, Joe Friday; shoe telephone, Maxwell Smart; two-way wrist radio, Dick Tracy; cassette tape, Jim Phelps (*Mission Impossible*); mustache wax, Hercule Poirot; monocle, Lord Peter Wimsey; orchid, Nero Wolfe; red handkerchief, Dr. Gideon Fell.

In background, from left, tennis racket, Kelly Robinson (*I Spy*); tacky umbrella, Father Brown; stick figure with halo, The Saint; ratty raincoat, Columbo; bowler hat and umbrella, John Steed (*The Avengers*); Hawaiian shirt, Magnum.

Name Your Poison

1. (c) Martell brandy
2. (d) martinis
3. (g) Pabst Blue Ribbon
4. (a) Calvados; Maigret doesn't turn down wine or beer, either.
5. (b) milk
6. (e) even more martinis
7. (f) Plymouth gin

The Thin Men

Edward Ellis played the victim—the "thin man" of the title—in the first movie; Maureen O'Sullivan was his wife. Later, Nick Charles became known as the "Thin Man." Peter Lawford and Phyllis Kirk played the Charleses on TV.

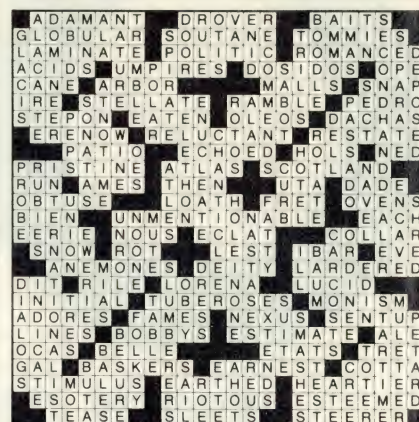
Bad Guys

- (a) Arnold Zeck
- (b) Caspar Gutman (The Fat Man)
- (c) Dr. Fu Manchu
- (d) Professor James Moriarty
- (d) SMERSH and SPECTRE
- (e) THRUST
- (f) K.A.O.S.

Telling Details

Poirot: (1) Belgium; (2) cells; (3) egg; (4) mustache; (5) heat; (6) Randall; (7) Finney; (8) Laugh-ton; (9) Ustinov; (10) *Evil Under the Sun*
Holmes: (1) Yorkshire; (2) Mycroft; (3) John H.; (4) 221B; (5) Hudson; (6) Inverness; (7) Deerstalker; (8) boxing; (9) fencing; (10) violin; (11) beekeeper; (12) Barrymore; (13) Rathbone; (14) Bruce

47 Information, Please



43 Cryptic Crossword

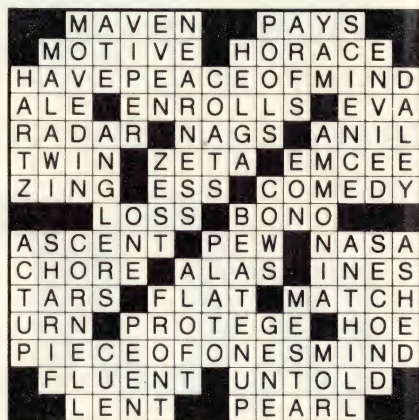
ACROSS

- 1 Tailspin (it's plain, & lit.)
- 5 Edison (is done)
- 9 Recommend (decor + M + men)
- 11 Gaunt (g + aunt)
- 12 Tingle (wriTING Leters)
- 13 Portable (por + table)
- 16 Eyestrain (yes + retina)
- 17 Corks (rocks)
- 18 Ibsen (Ben is)
- 20 Tangerine (Argentine)
- 22 Explodes (Expos led)
- 24 Scarab (maSCARA Bottle)
- 26 Plant (plan + t)
- 27 Seventeen (seen + event)
- 28 Amount (a + mount)
- 29 Priority (priory + it)

DOWN

- 1 Turn the tide (third tee nut)
- 2 Incense (two meanings)
- 3 Simpleton (S + imp + let on)
- 4 Idea (a die)
- 6 Dig it (dig + it)
- 7 Slumber (rumbles)
- 8 Net (n + E.T.)
- 10 Drowning (r + downing)
- 14 Easter Bunny (bu + eastern + NY)
- 15 Waitress (was + rites)
- 17 Crescendo (conceders)
- 19 Soprano (parson + O)
- 21 Israeli (is + real + l)
- 23 Often (of ten)
- 25 Over (two VERses)
- 26 Pea (CaPE Ann)

31 Twist of Phrase



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THE NEW

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HOME COMPUTER

Littlefield Cover

The pairs of Littlefield items on the same scale are:
 The BONSAI TREE and the CHERRY TOMATOES (shown full size)
 The LARGE CAR and the FRUIT MERCHANT (both $\frac{1}{8}$ their actual size)
 The ROCKING CHAIR and the GUM MACHINE ($\frac{1}{12}$)
 The LUGGAGE and the SPORTS CAR ($\frac{1}{18}$)
 The TRAIN STATION and the FORKLIFT ($\frac{1}{22.5}$)
 The MOTORCYCLE COP and the ANIMALS ($\frac{1}{32}$)
 The AIRPLANE and the GAS STATION ($\frac{1}{48}$)
 The TRAIN and the HOTEL ($\frac{1}{67}$)
 The GASOLINE TRUCK and the SMALL PEOPLE ($\frac{1}{160}$)

56 Othello

- (Shaman-Heath) White should play f2, using up the last safe move on the board and forcing Black to sacrifice a second corner. White's play of h8 can wait.
- (Heath-Souillard) White should play g8, saving h8 for his next turn. This move creates no new options for Black, and insures that White will get to play on three of the four squares in the lower right corner region.
- (Osborne-Shaman) White should play b7, even though it sacrifices a8 and the squares b8 through g8. Because White will get to play on two of the three squares in the lower left corner region, Black will be forced to sacrifice the top part of the board. Computer analysis shows that with perfect play for both players, the move b7 wins for White by a score of 39-25. (The sequence is: b7; b2, a1; a2, c1; a8, a7; g2, h1; pass, h7; h8.) If White began with h8, however, White would lose by a score of 18-46. (The sequence would be: h8; h7, b2; h1, a2; c1, b7; a1, a8; a7, pass; g2.)

60 Eyeball Benders

- Needle
- Macaroni
- Comb
- Pencil sharpener
- Pretzel
- Inside of a watch

Fake Advertisement

The Fake Ad announced in the Table of Contents was for The Complete Urban Catalog and appeared on page 13. "The Plaza" Roach Hotel constructed by Meg Ann Moorhead; photographs by Barry Simon.

14 Odd One Out

Set 1: The lawn mower is not a passenger vehicle; the Mazda is red (bonus if you said it had a rotary engine); the Toyota is the only one with a roof; the Pontiac is not made in Japan; and the motorcycle has only two wheels.

Set 2: *Murderer* is a play, not a novel; *They Came to Baghdad* was not written by a man; *Le Mystère de Frères Siamois* is in French, not English; *Animal Farm* is not a mystery; and the copy of *Gorky Park* shown here is not a paperback.

Set 3: The cherries in Cherries Jubilee are cooked, not raw; strawberries are not round; radishes are not fruits; nightshade berries are not edible (in fact, they are poisonous); and oranges are not red.

56 Chess

- (Wade-Kuijpers, 1972) 1. Rh1xh6+! Bg7xh6 2. Qe6xe5+ Bh6-g7 3. Qe5-h2+ forcing mate.
- (Letelier-Schmid, 1967) 1. ... Nf6-g4! 2. h2-h3 (also hopeless is 2. Qb3-b6 d6-d5 3. e4xd5 Qb8xh2+) Qb8-a7+ 3. Kg1-h1 (if 3. Kg1-f1?? Qa7-f2 mate) Ng4-f2+ winning material.
- (Composed by G. Mott-Smith) 1. Kal-a2! and Black cannot avoid mate on the next move.

EUREKA

Eureka is dedicated to those venturesome spirits who, never settling for a ready answer, have fought their way to a better, more elegant, or more complete solution than one previously given in the Answer Drawer.

***Pic-Tac-Toe** (March cover). The theme of the top row, we said, was "heavy men." Several readers suggested that it could easily have been "mustaches" (which was the theme of the right-hand vertical column). Earliest postmarks were from Debbie Sussman, Berkeley Heights, NJ; Steven Leif, Commack, NY; J. Gesemyer, Saco, ME; W.D. Nespor, Lincoln, NE; and Robert C. Sahlin, Tallahassee, FL.

***Card Maze** (March, page 24). Dozens of readers simultaneously discovered a way through the maze in two fewer steps than our solution gave. We moved from the ace of diamonds to the ace of clubs and then to the queen of clubs, arriving three steps later at the five of diamonds. The shorter solution is to move from the ace of clubs to the five of clubs and then directly to the five of diamonds.

Many other readers, thinking they'd found a five-step solution, overlooked the rule requiring that steps alternate between suit-to-suit moves and rank-to-rank moves.

***Scrabble** (March, page 56). Problem #3 was to find the best play in the given position, using the rack DEOSSV. We recommended DOVES, scoring either 28 or 30 points (depending on placement). Joseph Leonard, of Philadelphia, points out that VOES at L3-6, forming the words DO, OE, and DOGMATICS, racks up 37 points.

***How Many?** (Wild Cards, March, page 63). We gave three correct ways to fill the blank in this sentence: "This sentence has _____ letters." Our answers were thirty-one, thirty-three, and 22. Several readers looked a little deeper and came up with some imaginative alternatives. Marilyn Wronowski, of Uncasville, CT, says "ten" and "twelve" fill the bill if you count only different letters. Eric M. Lederer, of Denver, offers XXV, XXVI, XXVII, and XXVIII. And Stuart Allspach, of Baxter, IA, suggests thirty plus seven, forty minus four, nineteen times two, and eighty-six divided by two.

***An Age-Old Question** (Wild Cards, March, page 63). The ages of two twins and a younger sibling,

all under 10, when written down with the youngest age first, produce a three-digit number evenly divisible by the age of their mother, who is not a teenager. How old are mom and the kids? Our answer was 28, 5, and two 8s. Saul Singer, of West Orange, NJ, says there are nine other valid answers. He was born, he reports, on December 20, and his twin brothers on New Year's Day of the same year. Thus, for ten days each year, all three are the same age. If mom is 37, the three kids could be the same age from 1 to 9.

***3-D Word Hunt** (March, page 29). We listed 44 common five-letter words that could be found in a three-dimensional block of letters by moving from letter to letter along straight lines. Kyle Corbin, of Raleigh, NC, completes the list with 43 less common words, all found in *Webster's Third*:

ALULA, APAST, ARABA, ARERE, ARETE, BABOO, BARAT, BAREE, BATEA, BATER, BOVID, EPULO, GEETS, LAETS, LAEVO, LALOS, NEETS, NEGRE, OTATE, PALAS, PALOS, PASOS, PULAS, PUNEE, PUPAL, RABAT, REVER, REVET, RIBAT, SAETA, SALAL, SALAS, SALOL, SAPAS, SOLAS, SOLVI, STEEN, STETS, STOTS, TABID, TARGE, TATOO, VIRID

***Double Play** (Wild Cards, March, page 65). How, we asked, could a baseball team score three runs an inning and defeat another team that scored two runs an inning while, of the winning team, not a single man crossed second base? The team, we answered, was all women. "Eureka!" say Edward S. Dermon, of Roslyn Heights, NY; Aaron Miller, of Worcester, MA; and Scott Hoover, of Dayton, OH: The answer could be that all were married.

***Double Crossing** (Beguilers, February, page 25). The puzzle was to find two cross-shaped pieces, each consisting of five differently colored squares, in a multicolored block. The crosses we had in mind were shaped like a plus-sign. Several readers, first among them Chris George, of Bloomfield Hills, MI; Robert E. Benning, Jr., of Milford, CT; and David Lindsey, of Stamford, CT, found X-shaped crosses that fit the description:

***Ex Terminations** (February, page 35). We asked (#18) for a word ending in EX defined as "part of the brain," and our answer was CORTEX. Richard Demarest, of Canon City, CO, used his (and a rhyming dictionary) to find OBEX.

***Foreign Accents** (Wild Cards, February, page 77). We said a Teutonic farmhand could be called a German shepherd. That's OK, says Gary R. Renard, of Orland, CA, but he could also be called a Hamburger helper.

Helpful Household Hints

Faced with an incomplete deck of cards, mismatched chess pieces, or Ping Pong paddles that are losing their surface, many gamespersons will simply dump the old and bring on the new. On the other hand, the inventive player will turn these sows' ears into swell silk purses. Here are some suggestions from my readers about what they did with old games.

Mrs. Jeannette Parsippany, of MacDonald, NJ, has a nifty use for a 50-card bridge deck. She pastes white paper over the back, which leaves room for an address and message. Then she mails out the greeting cards with appropriate sentiments: "You're aces with me!" for the ace of hearts, or "I wish I could send you ten diamonds" for the diamond ten. For those cards with no appropriate message, like the two of clubs, she glues paper to both sides to make handy, sturdy file cards. Good going, Jeannette.

Owning a dingy set of Boggle cubes didn't faze **Mrs. Cromalynne Pepper**, of Minneapolis. She now uses them on the dining room table to announce the evening's menu. Although Cromalynne points out that this does dismiss certain dishes from the family fare—pizza, for instance (there's only one Z)—the fun engendered makes up for that. Good show, you Peppers.

The **Beedle Runlot** family, of Chicago, never

goes camping without their out-of-service Ping Pong paddles. Beedle points out their uses:

- Emergency paddles for the canoe.
- Fans for the campfire.
- Serving trays for toasted marshmallows.
- Handy weapons for hitting marauding ferrets or weasels on the snout.

Having in hand an old chess set with two pawns missing, **Trygvie Penultimate**, of Anaheim, CA, glued the pieces end-on-end with crazy glue and now has a walking stick that he says is "the talk of Anaheim." We'll just bet, Trygvie.

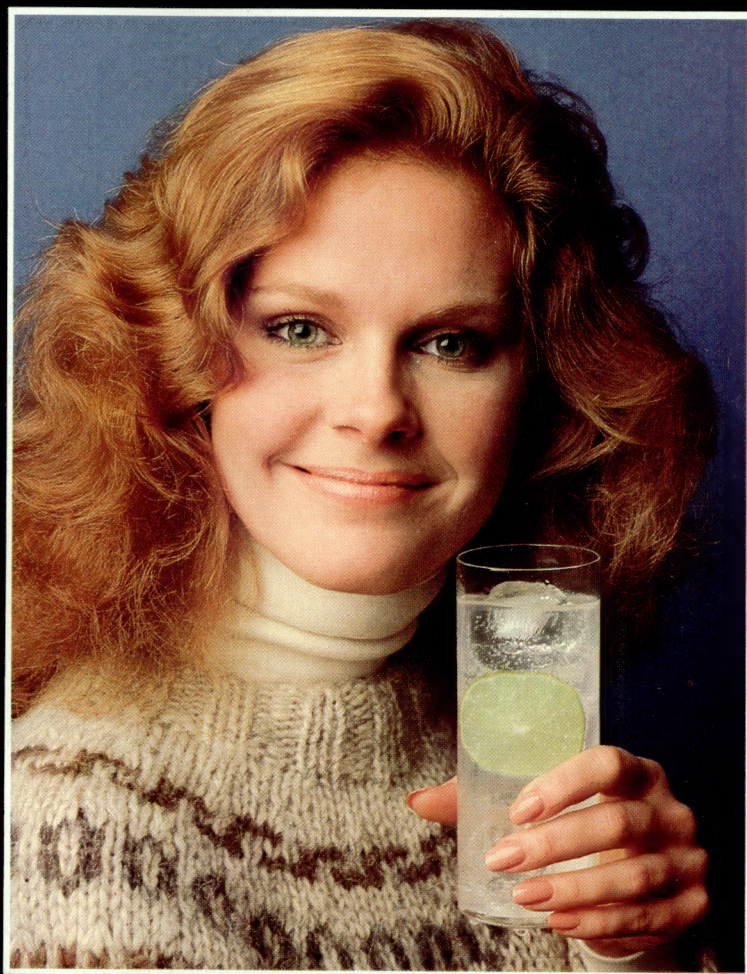
Mirador de Lesseps, of Biloxie, MO, is a traveling salesman who has found a use for old Monopoly money that he says is a "scream." After a meal at a restaurant, he hides his real tip under the sugar bowl and leaves "a couple of thou" in Monopoly bills on the table. Although this jape sometimes results in temporary threats of physical violence, the offended waiter usually comes around in the end and laughs along with Mirador. Good luck, Mirador, and write again when you get out of the hospital.

There you have it. Lots of ways to beat planned obsolescence by using your gamesperson wits.

Next month Using hydrochloric acid to clean dirty Othello pieces. Be careful.

—Mary Ellen Slate

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